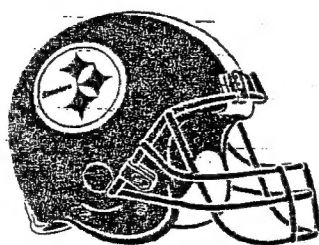


2004

STEELERS BASIC INFORMATION



SNAP COUNT

OUR SNAP COUNT IS A NON-RYTHMIC SNAP COUNT USING FOUR (4) DIFFERENT SNAP POSSIBILITIES:

- A. SECOND SOUND
- B. ONE
- D. TWO
- E. THREE

MOST OF THE TIME THE SNAP COUNT WILL NOT BE CALLED IN THE HUDDLE. THE SNAP COUNT WILL BE TIED TO THE PLAY CALLED IN THE HUDDLE. ALL EVEN NUMBERED PLAYS WILL BE SNAPPED ON TWO, AND ALL ODD NUMBERED PLAYS WILL BE SNAPPED ON ONE. IF THE QB WANTS THE BALL SNAPPED ON 2ND SOUND, OR THREE HE WILL ANNOUNCE IT SEVERAL TIMES IN THE HUDDLE PRIOR TO BREAKING THE HUDDLE. WE WILL ALSO USE A SILENT SNAP COUNT FOR LOUD STADIUMS AND A "LONG COUNT - NO PLAY" SITUATION TO TRY FOR A DEFENSIVE OFFSIDE PENALTY.

HUDDLE COMMUNICATION

THE FOLLOWING FORMAT WILL BE USED BY THE QB IN THE HUDDLE.

1. HE WILL GIVE THE FORMATION.
2. HE WILL CALL THE PLAY.
3. THE QB WILL POSSIBLY CONFIRM A SPECIAL SNAP COUNT PRIOR TO AND AFTER THE PLAY IS CALLED.
4. HE WILL THEN PAUSE SLIGHTLY TO MAKE SURE EVERYONE HAS ALL THE NECESSARY INFORMATION.
5. HE WILL THEN SAY "READY-BREAK".
6. ALL WILL CLAP HANDS ON THE WORD "BREAK" AND RUN TO THE LOS.

LOS COMMUNICATION

THE FOLLOWING FORMAT WILL BE USED BY THE QB AT THE LOS.

1. QB WILL LOOK OVER DEFENSE AND DECIDE IF AN AUDIBLE IS NECESSARY.
2. THE COUNT WILL BEGIN WITH THE QB USING "READY" THEN A "LIVE" OR "DEAD" COLOR AND FOLLOWING IT WITH A NUMBER. THIS WILL BE REPEATED.
(EXAMPLE: "READY, BLUE-90/BLUE-90")
 - A. ANY SHIFTING OF PERSONNEL WILL BE DONE WHEN QB DECLARES "READY".
 - B. ANY MOTION WILL BE INITIATED BY THE QB'S HEEL OR HAND GESTURE IN GUN SITUATIONS.
3. FOLLOWING THE "SET" CALL, A NON-RHYTHMIC HUT (1), HUT (2), HUT (3) WILL FOLLOW.

EXAMPLE:

HUDDLE: "ON THREE, O, SLANT 38 BOSS, ON THREE"

CADENCE: "READY, RED 30, RED 30" (PAUSE) "SET - HUT, HUT, (PAUSE) HUT"

ADDITIONAL POSSIBILITIES OF PLAY CHANGES AT THE LOS

"PACKAGE"

1. WILL BE CALLED IN THE HUDDLE ---- FROM THE BENCH.
2. QB MUST ALERT HUDDLE OF SNAP COUNT GOING ON 2.
3. A FORMATION WILL BE CALLED - THEN THE "PACKAGED PLAYS," THEN THE SNAP COUNT ON 2.
4. ONLY THE NUMBERS DESIGNATING THE PLAY OR PROTECTION WILL BE USED IN THE HUDDLE CALL.
5. THE QB WILL HAVE TWO PLAYS FROM WHICH TO SELECT. THEY USUALLY WILL BE CALLED ACCORDING TO DEFENSIVE FRONTS OR COVERAGES.

EXAMPLE OF "PACKAGE" CALL IN THE HUDDLE WOULD BE:

A. "0 TRIPS - PACKAGE 38/ 90 ON 2"

6. THE QB WILL USE THE PLAY NUMBER IN THE CADENCE.

EXAMPLE OF QB SELECTING PLAY AT THE L.O.S. WOULD BE:

A. "READY - BLUE 90, BLUE 90" (PAUSE) "SET - HUT, HUT" (PLAY CALLED IS 90 BURST) NOTE: QB SHOULD SIGNAL WR'S WITH HAND SIGNAL TO ALERT THEM THE PLAY HAS CHANGED TO 2ND PLAY.

B. "READY, BROWN 38, BROWN 38" (PAUSE) "SET - HUT, HUT" (PLAY CALLED SLANT 38)

"ALERT OPPOSITE" ("OPIE")

IN USING THE "ALERT OPPOSITE" CALL IN THE HUDDLE, WE ARE ALLOWING THE QB TO READ THE DEFENSE AND CHANGE THE ORIGINAL PLAY CALLED TO THE OPPOSITE SIDE. THE PLAY DESIGN DOES NOT CHANGE, ONLY THE DIRECTION WE ARE RUNNING IT. THE LIVE COLOR MUST BE USED IN ORDER FOR QB TO CHANGE THE DIRECTION OF THE PLAY. THE SANP COUNT FOR ALL "ALERT OPPOSITE" (OPIE) PLAYS SHALL BE ON TWO.

EXAMPLE:

- A). HUDDLE CALL - "0 ON SLANT 38 - "ALERT OPIE" - ON 2"
- B). AT LOS - "READY, GREEN OPIE, GREEN OPIE" (PAUSE) "SET HUT, HUT"
- C). OFFENSIVE PLAY RUN AT LINE OF SCRIMMAGE NOW IS SLANT 39.

"MAYDAY / OMAHA" - TERMS USED TO RUN PRE-DETERMINED PLAYS IN "HURRY UP" SITUATIONS.

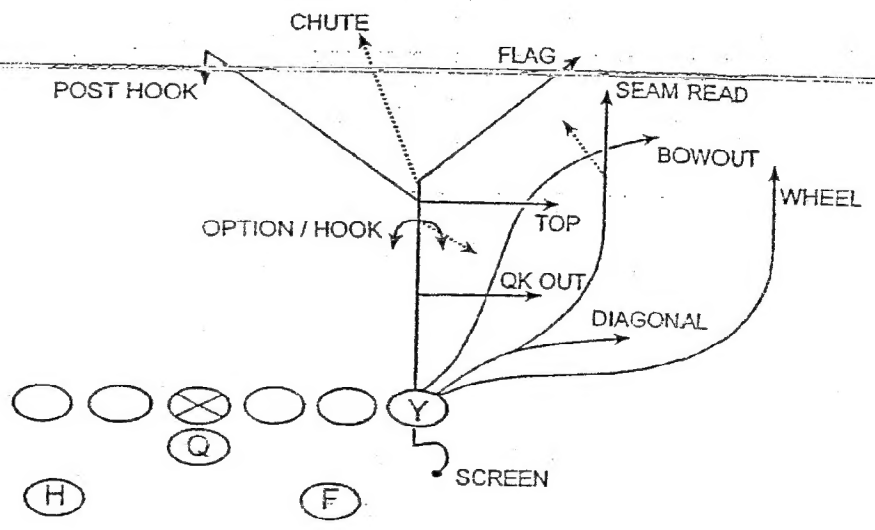
BASIC INFORMATION SPACING

FB OR 2ND TE (F) OR 3RD WR (F)

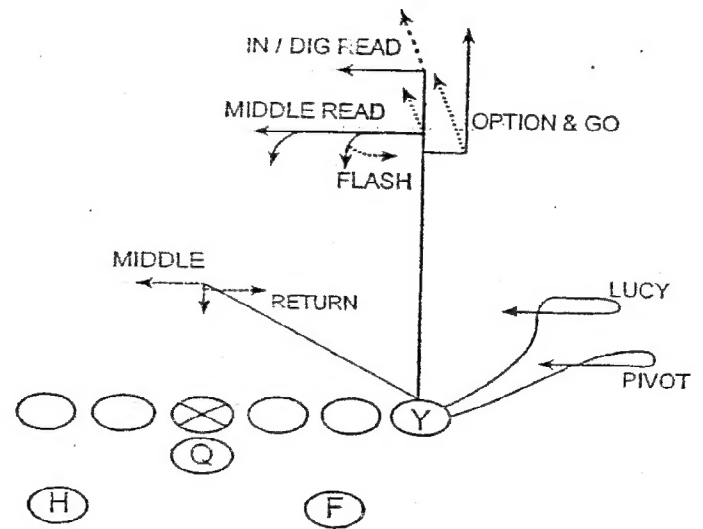
- NORMAL - LINE UP BEHIND QUARTERBACK WITH YOUR TOES 5 YARDS FROM THE BALL.
- STRONG - LINE UP IN THE DIRECTION OF TE (Y) STRADDLING INSIDE LEG OF OFFENSIVE TACKLE WITH YOUR TOES 5 YARDS FROM THE BALL.
- WEAK/BRAVO - LINE UP TO SIDE AWAY FROM TE (Y) STRADDLING INSIDE LEG OF OFFENSIVE TACKLE WITH YOUR TOES 5 YARDS FROM THE BALL.
- UP/BOX - POSITION YOURSELF 1 YARD OUTSIDE OFFENSIVE TACKLE TO WEAKSIDE AND 1 YARD DEEP OFF THE LOS. (UP - 3 PT/ BOX - 2 PT)
- HALF - POSITION YOURSELF BETWEEN TACKLE AND "X" 1 YARD DEEP OFF LOS.
- SPLIT - POSITION YOURSELF AS A WIDE RECEIVER OPPOSITE THE TE (Y) AND OUTSIDE THE "X" OFF OF THE LOS.
- ON - POSITION YOURSELF 2 FEET OUTSIDE OFFENSIVE TACKLE TO WEAKSIDE AND ON LOS.
- FLOOD - POSITION YOURSELF 1 YARD OUTSIDE THE (Y) AND 1 YARD OFF THE LOS.
- DROUGHT - ALIGN TO TE SIDE - 1 YARD OFF THE L.O.S. BETWEEN THE TACKLE AND TE. (3 PT. STANCE)
- BUNCH/BOX - SAME AS DROUGHT ALIGNMENT IN 2 PT. STANCE.
- OUT - POSITION YOURSELF AS THE WIDEST RECEIVER TO THE TE(Y) SIDE OFF THE LOS.
- GROUP - ALIGNED TO THE CALL SIDE IN A 2 FOOT SPLIT FROM THE TACKLE.
- TRIPS - POSITION YOURSELF AS A WR 1 YARD OFF LOS BETWEEN Y & Z.
- HALFBACK - H
- 0/1 - LINE UP IN A 2 POINT STANCE BEHIND THE QUARTERBACK. DEPTH WILL VARY FROM 5 TO 7 YARDS DEPENDING ON PLAY AND ASSIGNMENT.
- 2/3, 6/7 - LINE UP TO SIDE AWAY FROM TE (Y) STRADDLING INSIDE LEG OF TACKLE WITH YOUR TOES 5 YARDS FROM THE BALL.
- 8/9 - LINE UP TO THE SIDE OF THE TE(Y) STRADDLING INSIDE LEG OF TACKLE WITH YOUR TOES 5 YARDS FROM THE BALL.

INDIVIDUAL PASS ROUTE TREE FOR "Y"

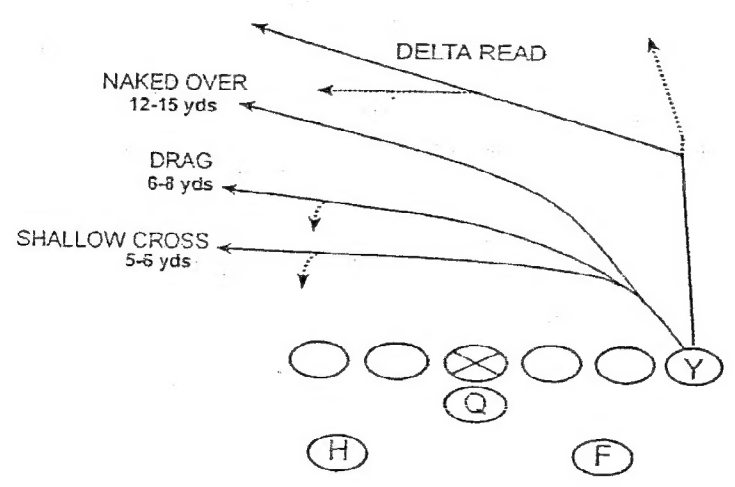
OUTSIDE ROUTES



MIDDLE ROUTES

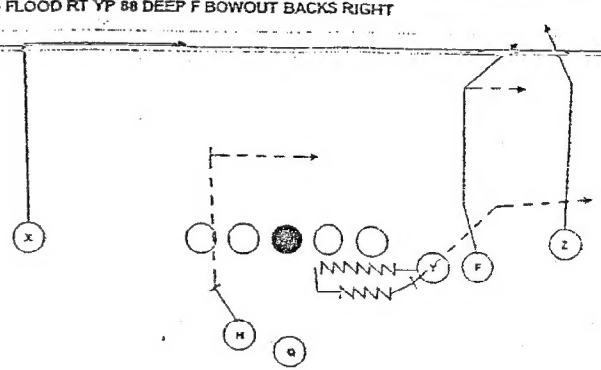


CROSSING ROUTES

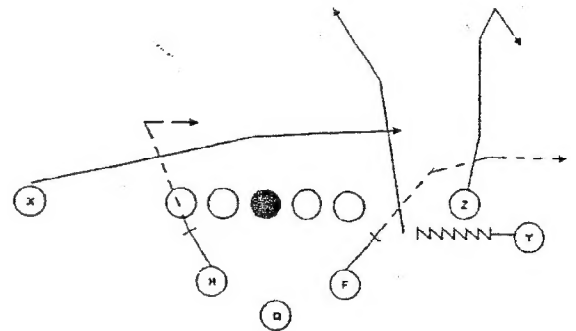


74

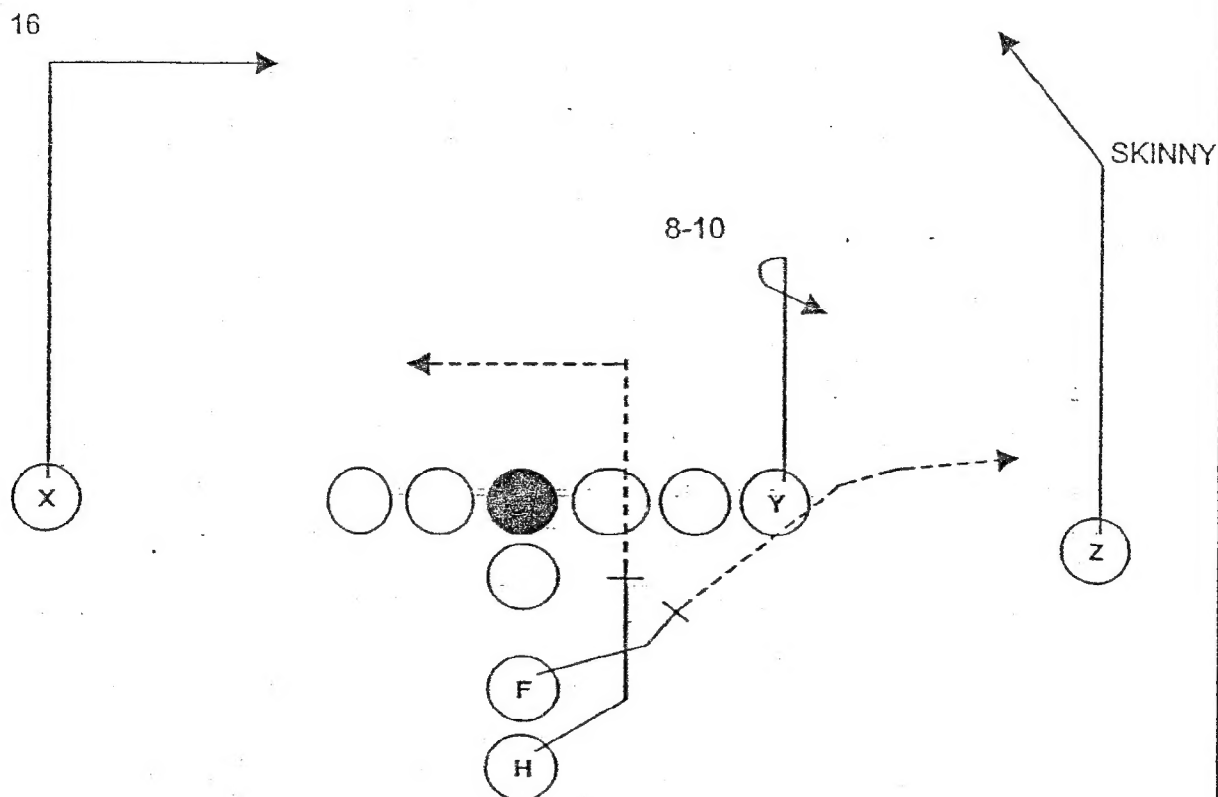
Off->88 - FLOOD RT YP 88 DEEP F BOWOUT BACKS RIGHT



Off->88 - 3W FLEX RT Y SHORT 38 DEEP Z TURN X SHALLOW



The diagram shows a horizontal bar of length 10 ft. A roller support is at point Y (left end). A pin support is at point F, which is 4 ft from the right end. A weight W is suspended from the bar at a point 2 ft to the right of F. A spring is attached to the bar at point X (right end) and is fixed to a wall at point Z. A cable is attached to the bar at point Y, passes over a pulley, and is pulled by a force P at an angle of 30° to the horizontal.



QB : 5 STEP DROP WITH RUN ACTION FAKE
PROGRESSION : ALERT Z / Y / X / H

X : NORMAL SPLIT. 16 YD. IN ROUTE

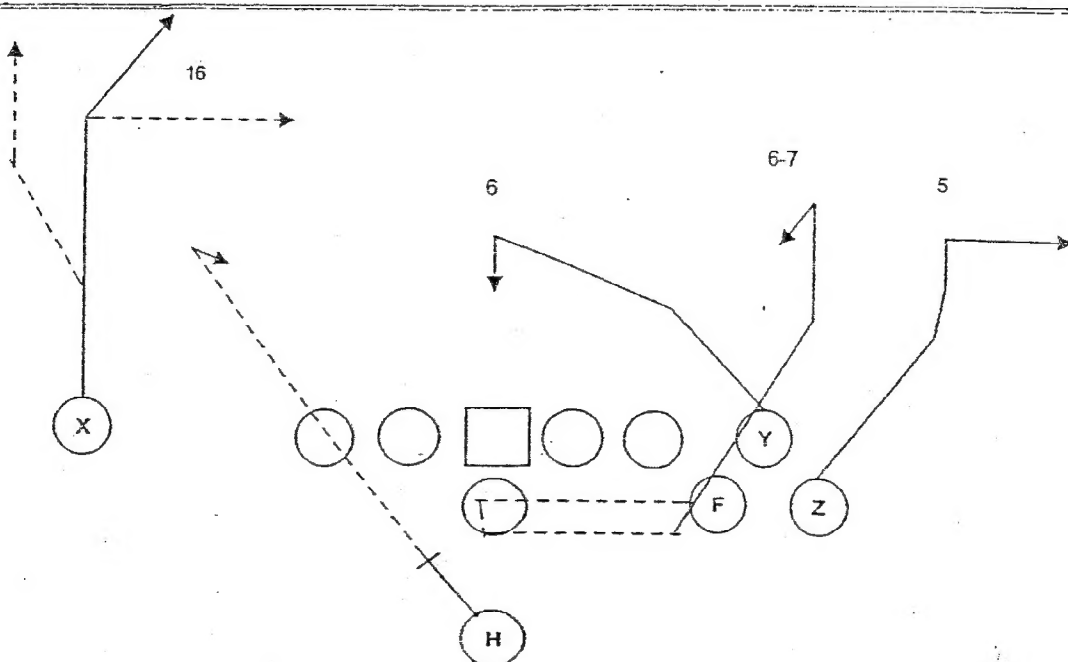
Z : SEMI SPLIT. 7 STEP SKINNY POST

Y : 8-10 YD. HOOK-OUT

F : FAKE DRAW ACTION. CHECK SAM / SS. CHECK THRU TO FLAT

H : FAKE DRAW ACTION. CHECK MIKE / SS. CHECK THRU AWAY FROM PROTECTION
CALL

0 BUNCH F PEEL - 62 F SPLIT EM SINK



QB: 5 QUICK STEPS

ALERT X - Z/F/Y - OUTLET H (CP - VS. WEAK SIDE COVER 2 C.O.L. TO X)

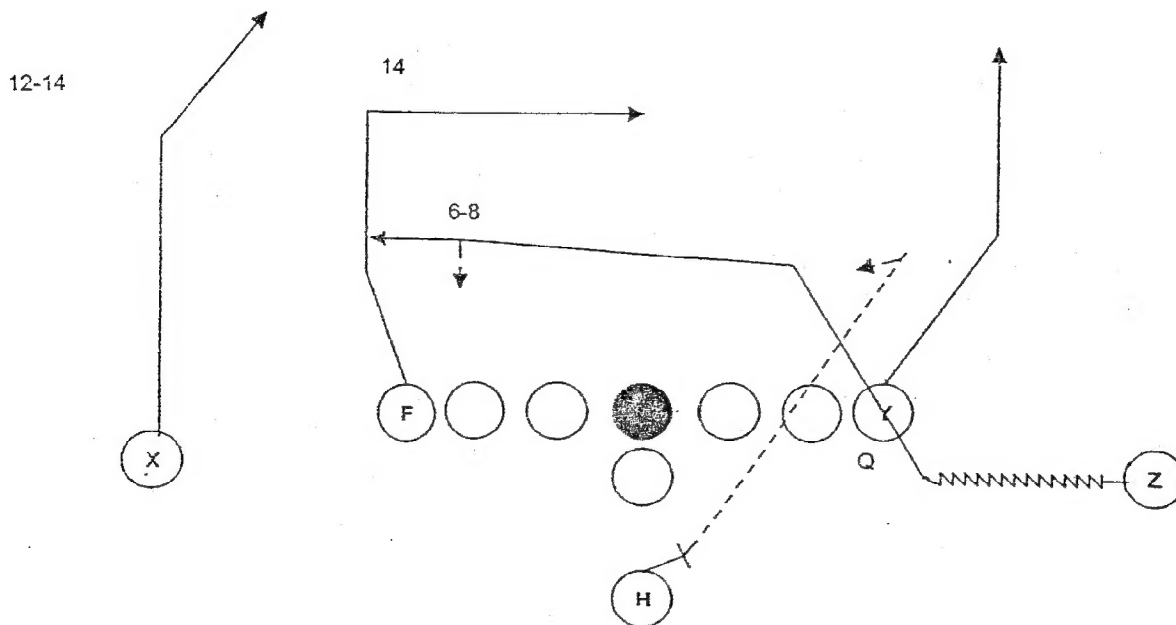
X: SEMI SPLIT - RUN SKINNY POST - CONVERT TO FADE VS. PRESS - CONVERT TO 16 YD. IN VS. VERSIONS OF COVER 2

Z: RUN 5 YD. QUICK OUT

Y: RUN 6 YD. MIDDLE ROUTE - ALERT HOT VS. 2 STRONG

F: RUN 6-7 YD. STOP ROUTE

H: CHECK PROTECTION - RUN STOP ROUTE



QB: 7 STEP DROP

1. ALERT X VS. MAN - Z/F/H (CP - ALERT X VS. SEAM COVERAGE)

X: NORMAL SPLIT - RUN LOCK POST (CP - MOVE POST).

Z: NORMAL SPLIT - SHORT MOTION & RUN 6-8 YARD DRAG ROUTE (CP - SETTLE OVER BALL VS. ZONE - RUN AWAY VS. MAN).

Y: FREE RELEASE - RUN WHEEL ROUTE (CP - ALERT HOT VS. 2 STRONG).

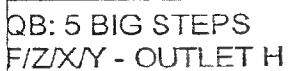
F: RUN 14 YARD IN ROUTE.

H: DUAL MIKE/SAM/SS - RUN CHECK STOP.

The diagram shows a game board layout. A central horizontal path consists of seven circles. The third circle from the left is shaded black. To the left of this path is a vertical line with a horizontal branch at the top, leading to a circle labeled 'X'. To the right is a similar structure leading to a circle labeled 'Z'. Below the central path, there are two dashed lines forming a V-shape. The left dashed line has a cross on it and leads to a circle labeled 'F'. The right dashed line has a cross on it and leads to a circle labeled 'W'. A circle labeled 'Y' is located between the central path and the right dashed line. A label 'Slide' with arrows indicates a movement from the top of the right vertical line to the top of the central path.

The diagram illustrates the concept of a path integral in quantum mechanics. It shows a particle moving from point X to point Z via various paths. The central path is labeled Y, and the area under it is shaded. A dashed line connects X and Z, representing the classical path.

The diagram illustrates a particle detector setup. A beam of particles, labeled 'X', enters from the left. It passes through a series of detectors, including 'Y' and 'Z'. The beam then interacts with a target labeled 'H'. The diagram shows the path of the particles and the resulting signals at each detector stage.



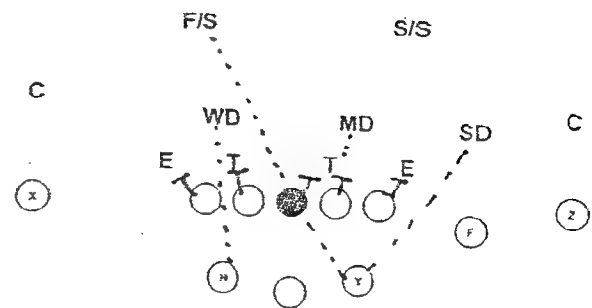
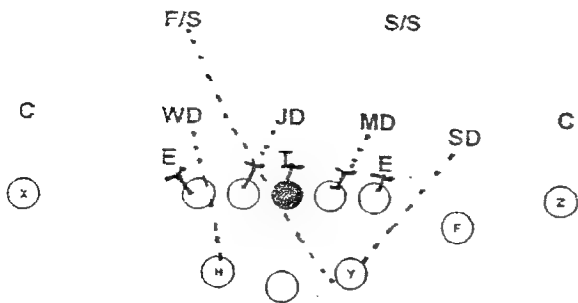
Z: MAX SPLIT - RUN 18 YD. COMEBACK - FADE VS. COVER 2 (VERSIONS OF) - CP:
PROTECTION RELEASE

F: RUN 8-10 YD. OPTION ROUTE (CP - HOOK IN OR OUT - CAN RUN AWAY OUTSIDE VS. MAN - GET FRIENDLY OUT OF BREAK) - ALERT HOT VS. 2 STRONG

H: CHECK PROTECTION - RUN FLARE ROUTE (CP - FLAT ROUTE IF OFF SET)

~~COVER PROTECTION~~ 88(89) PROTECTION

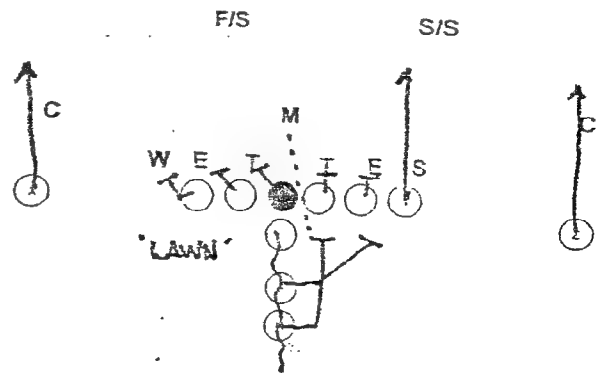
31



88/89 Protection-is a 7 man base/overlap protection. HB will block the Will defender. TE will handle the Sam defender to the FS. F will sight adjust if both safeties empty the middle.

- QB 4 weak or 4 strong is picked up. All out blitz-F has the sight.
- HB Block the Will defender.
- F Run route-sight adjust only if all out blitz and both safeties empty the middle
- X Run route.
- Z Run route.
- Y Block Sam defender to FS-key the safeties.
- OST Covered-block man over-Uncovered-next known rusher to the outside.
- OSG Covered-block man over-Uncovered block 1st dogger or blitzer callside.
- OC Covered-block man over-Uncovered block 1st dogger or blitzer callside.
- BSG Covered-block man over-Uncovered block 1st dogger or blitzer callside. Leave 1 for the back
- BST Covered-block man over-Uncovered-next known rusher to the outside.

22

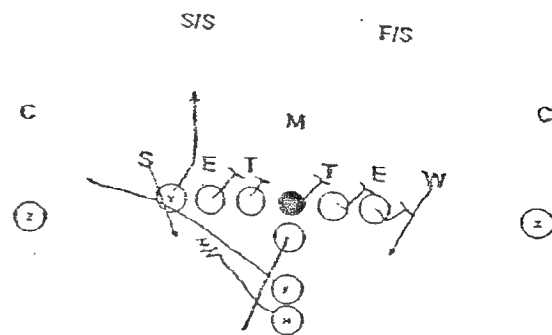
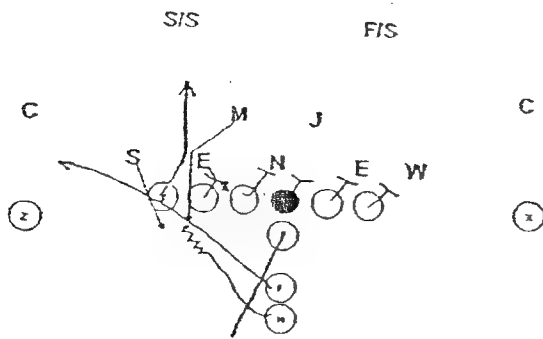


H-148/149 Protection- is a play action turn protection off of draw fake. The line will turn away from the call and pick up the Will LBer/FS. F will handle Sam LBer. HB will block the Mike LBer. X will sight adjust FS blitz/4 weak. Backs will handle SS blitz.

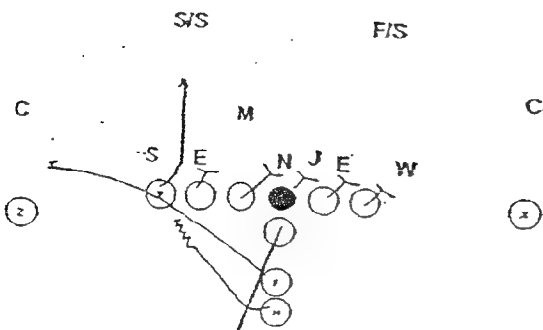
- | | |
|-----|--|
| QB. | Fake H 42/43-set for pass. |
| HB | Fake H42/43-Check the Mike LBer to SS. |
| FB | Check the Sam LBer to SS. |
| X | Sight adjust FS blitz/4weak. |
| Y | Run the route. |
| Z | Run the route. |
| OST | Block the DE. Follow the DE. |
| OSG | Block the DT. Uncovered block down on the NT. |
| OC | Block back unless OSG is covered by DT and you are covered. "Base" call and man up. |
| BSG | Line is turning towards you. Block the B gap unless OC calls "base". Then you and the BST are responsible for the 2 most dangerous. Hold off if no immediate threat. |
| BST | Line is turning towards you. Block the C gap unless OC calls "base". Then you and the BSG are responsible for the 2 most dangerous. |

RIDE 137 PACK PROTECTION

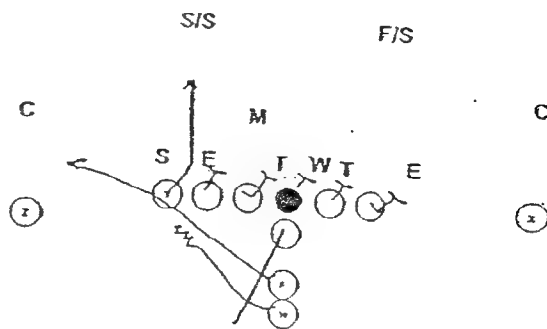
43



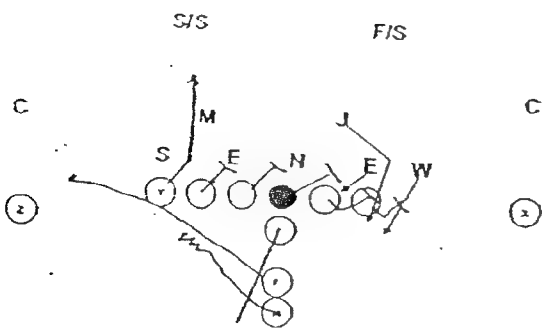
34 UNDER J-A



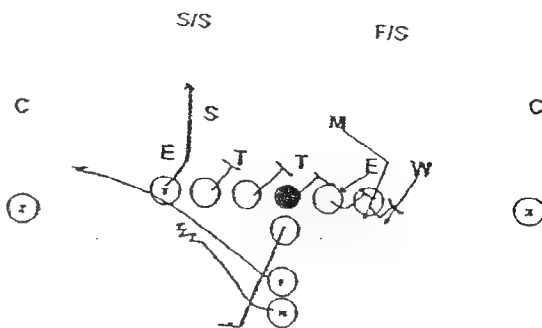
43 UNDER W-A



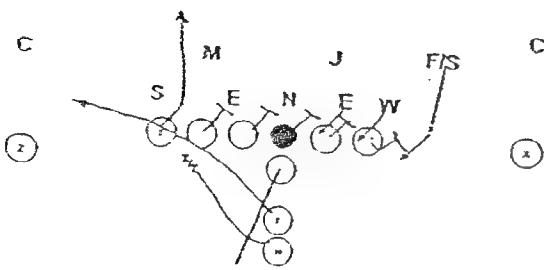
34 OVSTK W-C



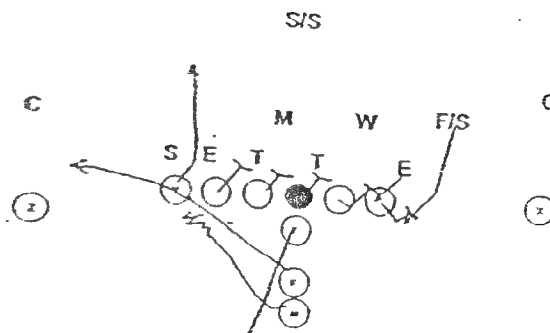
43 OVSTK W-C



34 DBL REDUCED S+D/W-C
S/S

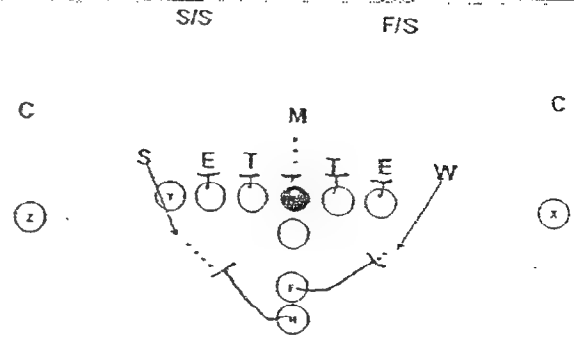
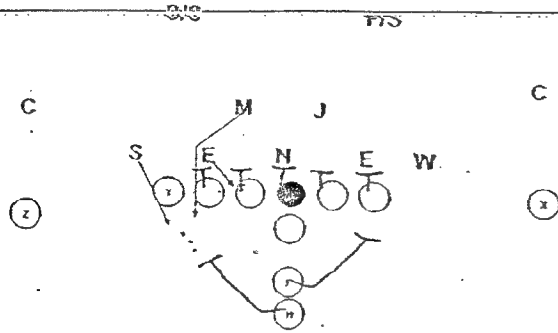


43 OVER W-HIP



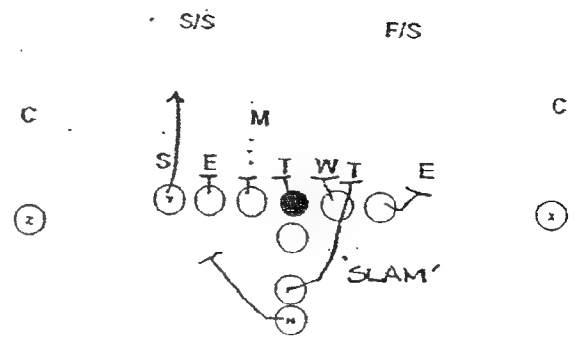
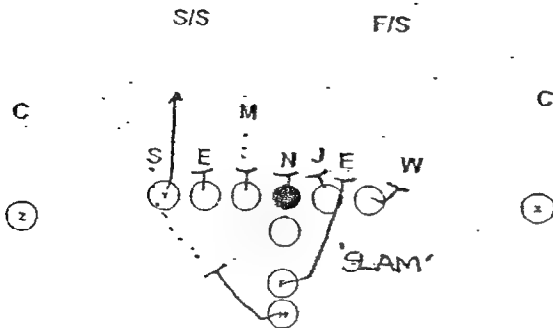
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43



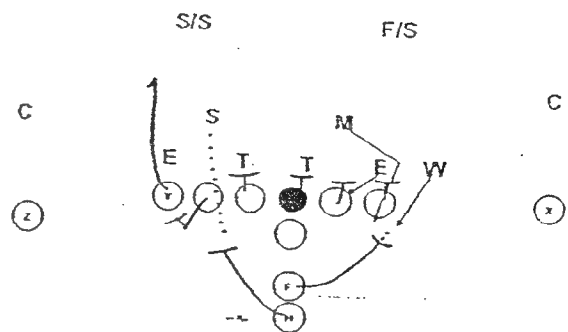
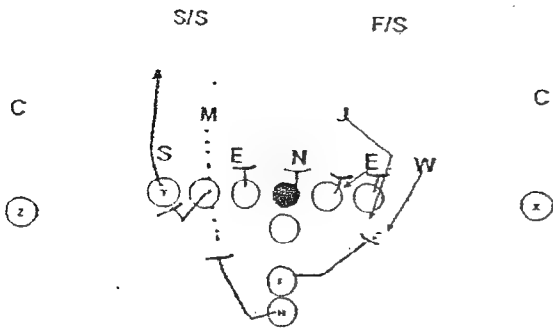
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43 UNDER W-A



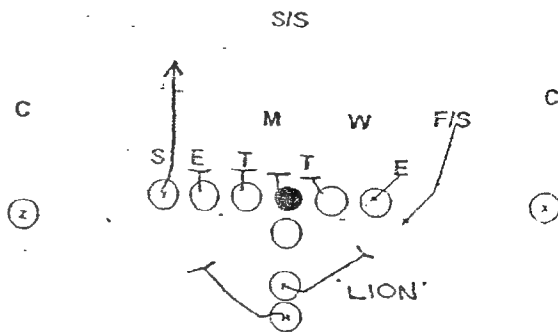
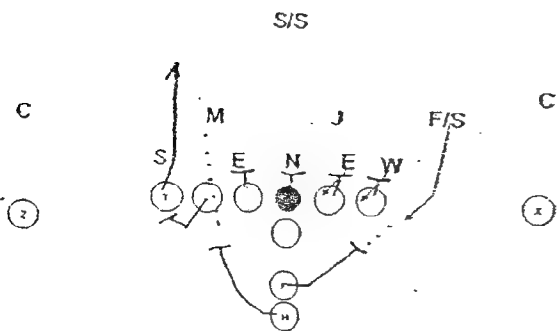
34 OVSTK W-C

43 OVSTK W-C



34 DBL REDUCED S+D/W-C

43 OVER W-HIP

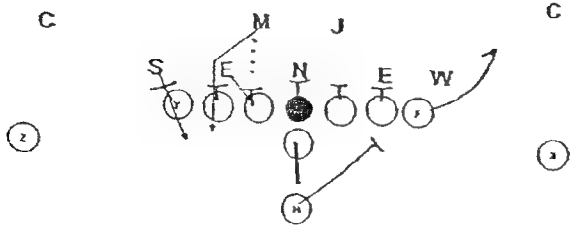


91 PROTECTION

34

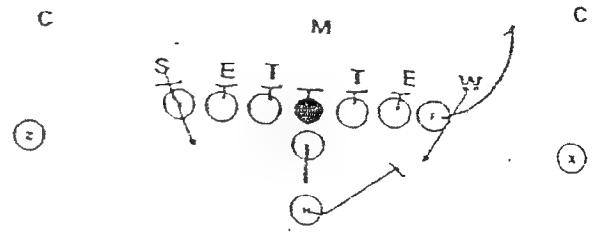
S/S

F/S



S/S

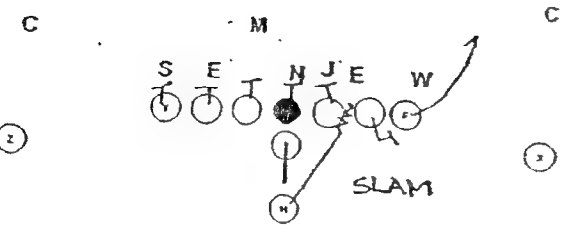
F/S



34 UNDER J-A

S/S

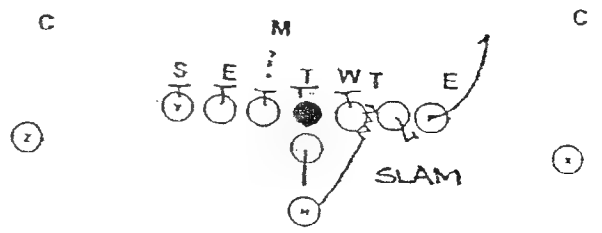
F/S



43 UNDER W-A

S/S

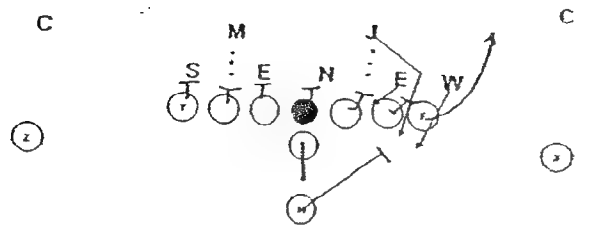
F/S



34 OVSTK W-C

S/S

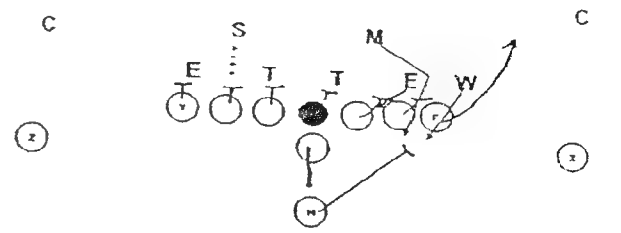
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43 OVSTK W-C

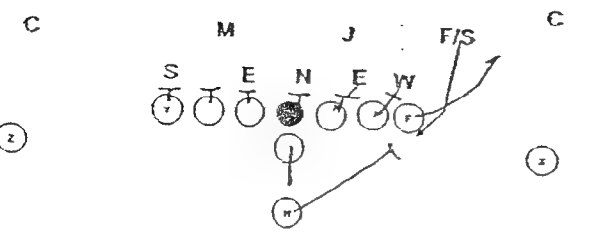
S/S

F/S



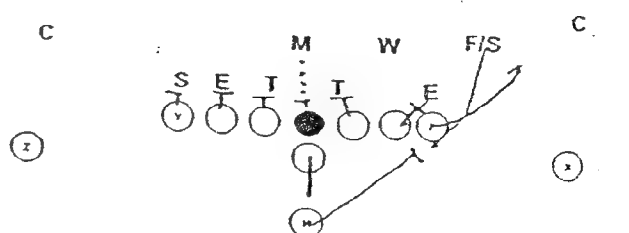
34 DBL REDUCED S+D/W-C

S/S



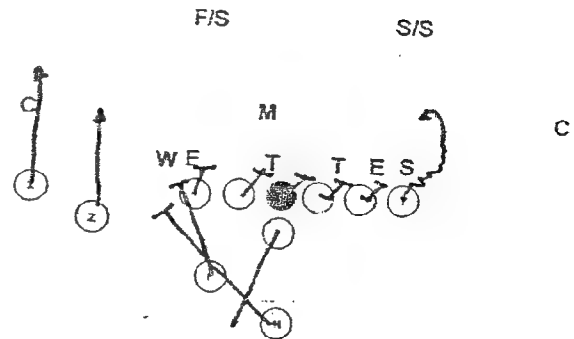
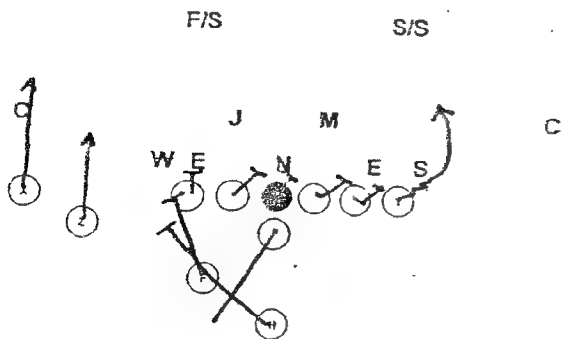
43 OVER W-HIP FS-C

S/S



RIDE 135/(134) PACK PROTECTION

17



Ride 135/134 Pack Protection-is an aggressive gap protection. All linemen aggressive block the gap away from call. Both backs block to the call.

- QB Open step-execute proper drop-let the backfield action handle the fake..
- HB Block 1st defender outside of FB block.
- FB Block 1st defender from callside tackle out.
- X Run the route
- Z Run the route
- Y Block #4 defender backside, checkdown.
- OST Aggressive-Turn away from the call. Gap-step and hit the inside # if no immediate threat in your gap.
- OSG Aggressive-Turn away from the call. Gap step and hit the inside # if no immediate threat in your gap.
- OC Aggressive-Turn away from the call. Hold off if no immediate threat in your gap.
- BSG Aggressive-Turn away from the call. Hold off if no immediate threat in your gap.
- BST Aggressive-Turn away from the call. Hold off if no immediate threat in your gap.

34

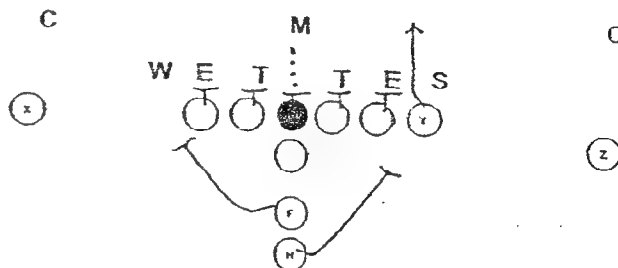
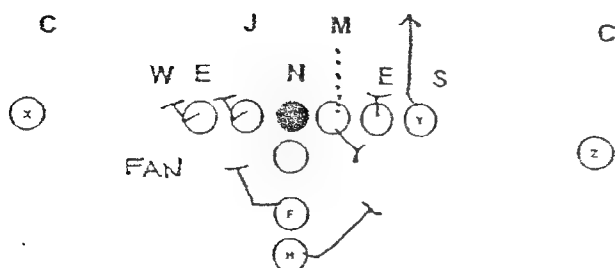
43

F/S

S/S

F/S

S/S



82/83 Protection is a basic 7 man drop back protection.

VS 34- Fan backside/Dual read frontside. FB block Jack LBer. HB block Sam LBer if Mike dogs. VS 43- OL base block the 4 down and the Mike LBer. FB check Will LBer. HB check Sam LBer. X will sight adjust FS blitz/4 weak. TE will handle Sam/SS blitz vs 4 down.

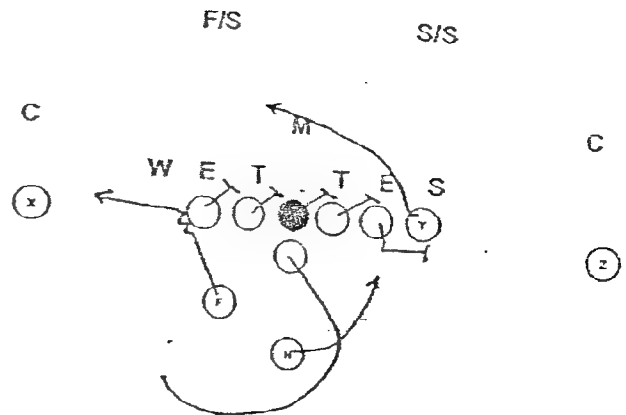
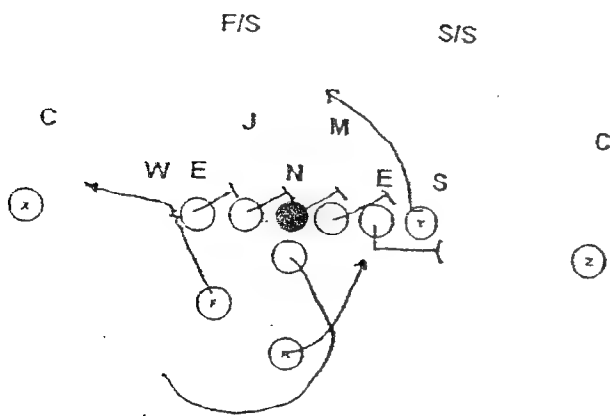
- QB X will sight adjust FS blitz/4 weak. TE will handle Sam/SS blitz vs 4 down.
- HB vs 34-block Sam LBer if Mike dogs. vs 43 block the Sam LBer.
- FB vs 34-block Jack LBer. vs 43 block the Will LBer.
- X Sight adjust FS blitz/4 weak.
- Z Run the route
- Y Run the route. Alert 'Pop' vs 4 down Sam/SS blitz.
- OST Block the DE. If the DE reduces down over the Guard-block the next known rusher to the outside.
- OSG vs 34 "dual" read Mike to Sam. vs 43 OL blocks 4 down and the Mike.
- OC vs 34-you are manned up. vs 43 OL blocks 4 down and the Mike.
- BSG vs 34-fan backside. vs 43 OL blocks 4 down and the Mike.
- BST vs 34-fan backside. vs 43 OL blocks 4 down and the Mike.

RIDE 334/(335) NAKED PROTECTION.

11

34

43



Ride 334/335 Naked Protection—is a run protection. No assignments. Line will go flat towards the call—Don't stop. Callside tackle will drop step to allow TE to release and block EMOLOS. HB fake the run and clean up. FB sell backside cut-off then run route.

QB Fake a wider Ride 34/35—get head around quick—be prepared to buy time. Read the pattern.

HB Fake the run a little wider and clean up.

FB Run cut-off course then flat.

X Run the route.

Z Run the route.

Y Run the route.

OST Drop step—allow TE to release and block EMOLOS.

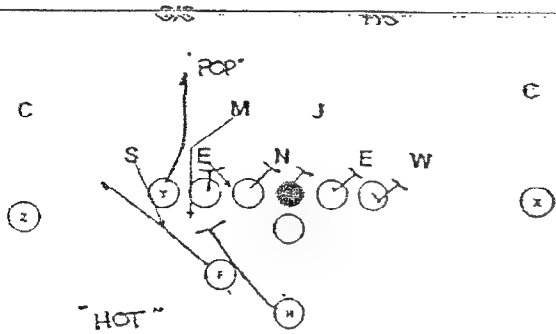
OSG Flat reach to the call and go—Don't stop.

OC Flat reach to the call and go—Don't stop.

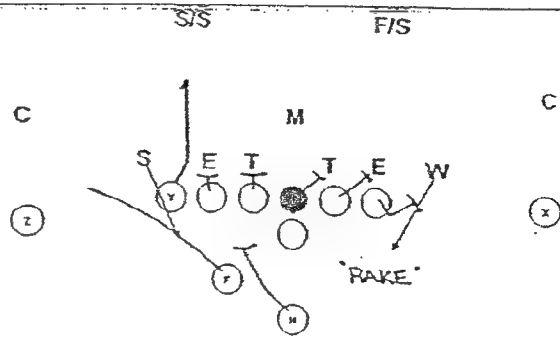
BSG Flat reach to the call and go—Don't stop.

BST Flat reach to the call and go—Don't stop.

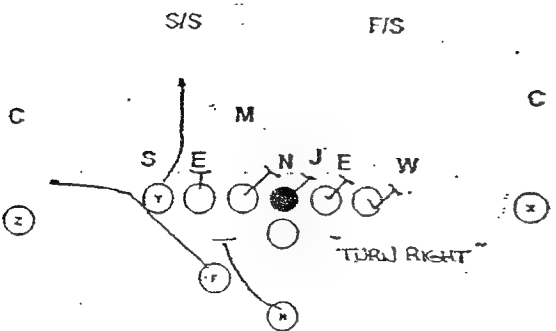
34



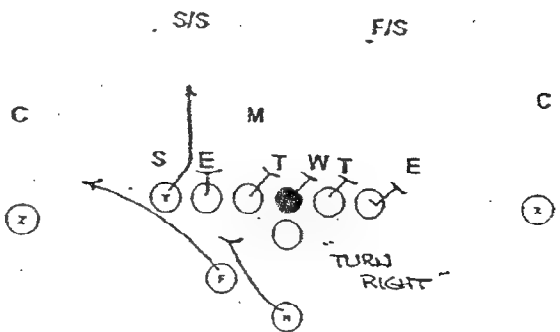
43



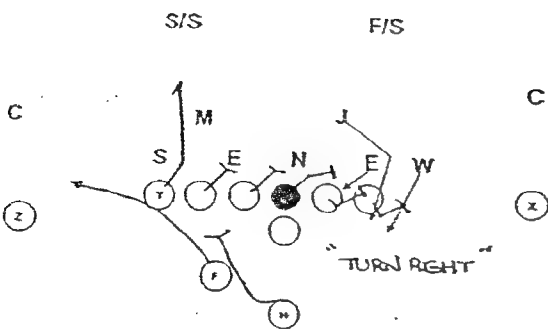
34 UNDER J-A



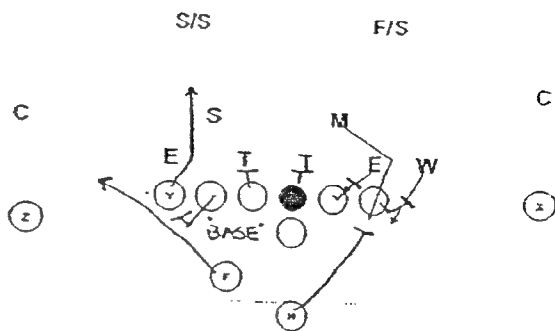
43 UNDER W-A



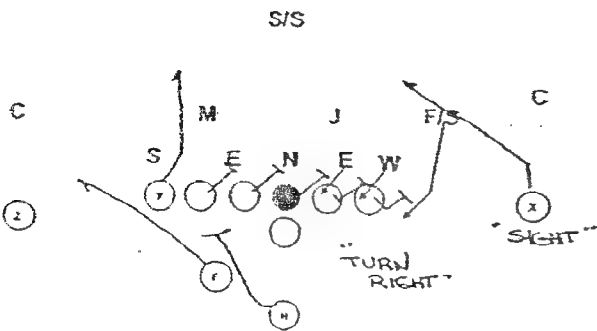
34 OVSTK W-C



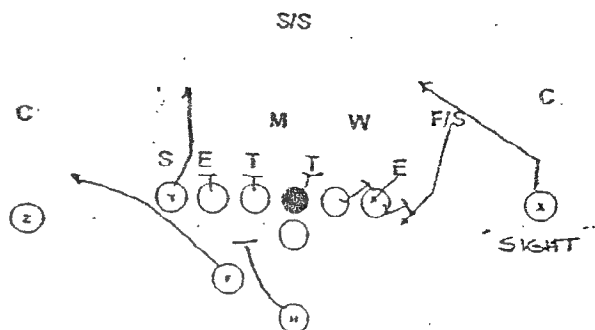
43 OVSTK W-C



34 DBL REDUCED S+D/W-C



43 OVER W-HIP FS-C



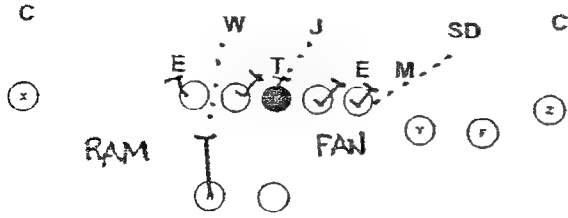
62/60 Sub Protection

5

NKL33

F/S

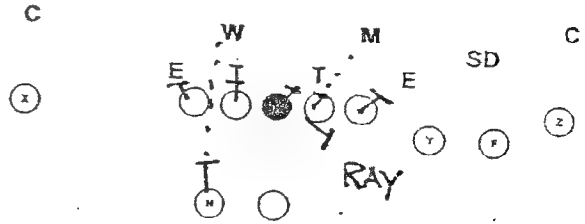
S/S



NKL42

F/S

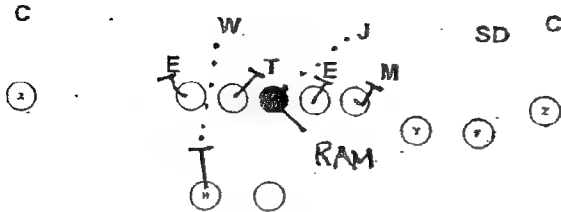
S/S



NKL33OV

F/S

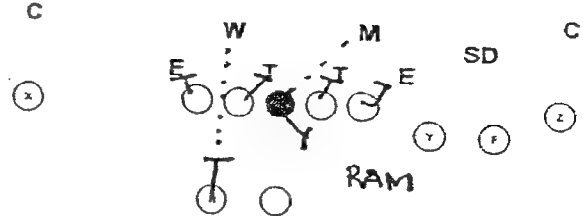
S/S



NKL42OV

F/S

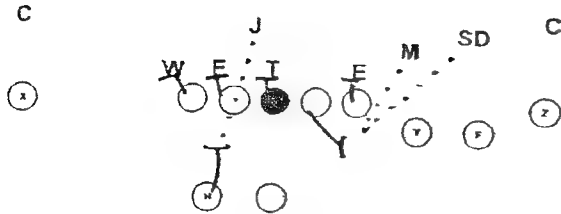
S/S



NKL33UND

F/S

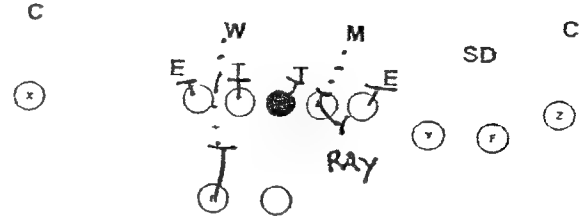
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NKL42UND

F/S

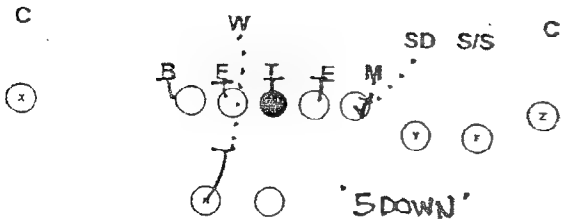
S/S



NKL51

F/S

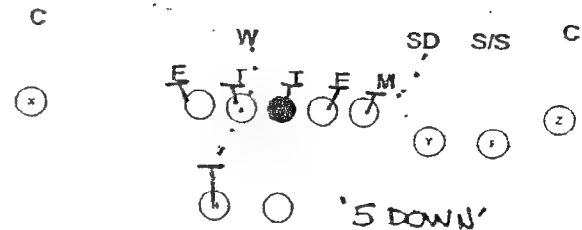
S/S



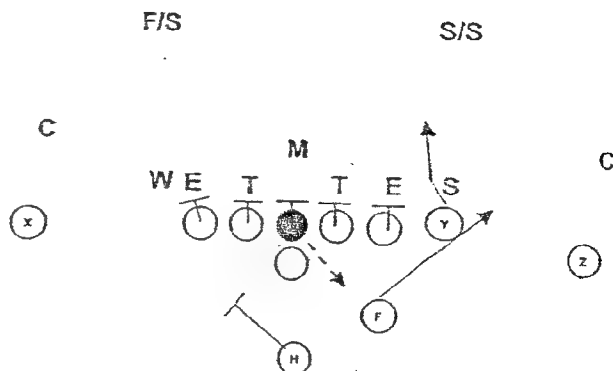
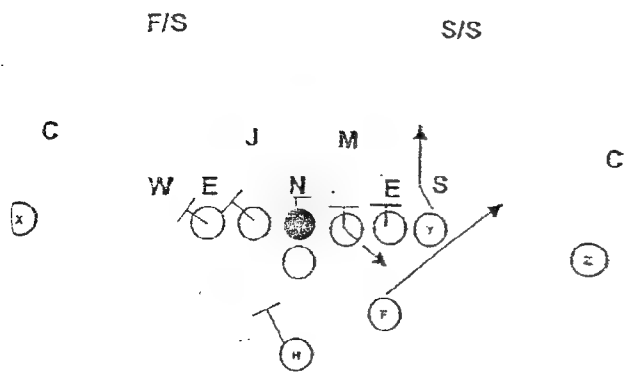
NKL51UND

F/S

S/S



b2/63 PROTECTION



62/63 Protection is a hot read callside. Uncovered lineman from the center out callside will dual read inside out. It takes 2 of 3 defenders strong-Mike/Sam/SS. If Mike defender is weakside it only takes 1-Sam/SS. X will sight adjust FS blitz weak. QB/Y/F handle hot read callside.

FS blitz weak-X sight adjust. Two strong-Y Pop or FB route.

Block 1st dogger or blitzer away from the call. Possible "SLAM" with BSG.

Run route. Alert HOT.

Run route. Sight adjust FS blitz weakside.

Run route

Run route. Alert HOT.

Covered/block man over-Uncovered/block next rusher to the outside. Uncovered and the OC/OSG covered/you have the dual read 1-2. "Ram"/"Lion" call takes you off the dual read. OC/OSG will handle it.

Covered block man over-Uncovered dual read. If #1 dogs away from your dual read, zone it off with the OC. Possible "RAM" or "LION" depending on the alignment of the MIKE LBer.

Covered/block man over. Uncovered dual read 1-2. If #1 dogs away from your dual read, zone it off with BSG. Possible "RAM" or "LION" depending on the alignment of the MIKE LBer.

Covered/block man over. Uncovered/block MIKE LBer. Zone everthing. Possible "RAM" or "LION" depending on the alignment of the MIKE LBer. "FAN" vs 34 defense.

Block the rusher on to outside you. "FAN" vs 34 defense.

KIDE 33 STRONG

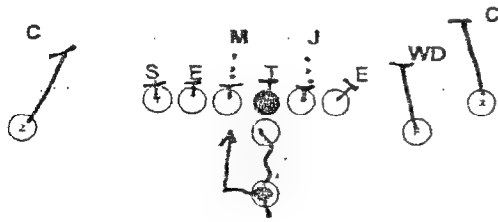
S/S F/S	S/S F/S
<p>QB ACTION: Open 1/2 step off mid-line. Get ball deep to ball carrier. Fake reverse-set up for pass.</p>	
<p style="text-align: center;">F/S</p> <p style="text-align: center;">(AUDIBLE OUT OF !)</p>	<p style="text-align: center;">F/S</p> <p style="text-align: center;">(AUDIBLE OUT OF !)</p>

PACKAGE 41 DRAW

NKL33

S/S

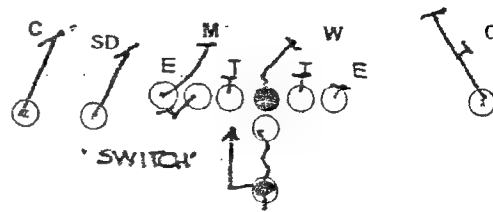
F/S



NKL42

S/S

F/S



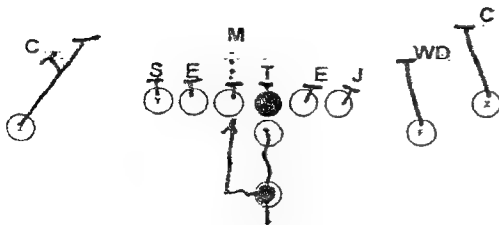
QB ACTION:
ALERT

Drop back two steps-Hand ball to ball carrier-Set up for pass-Don't let hands drag.
2 high-Run the ball! 1 high-Run the other play!

NKL33UND

S/S

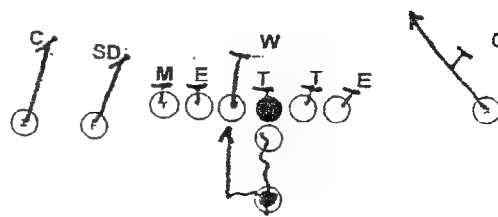
F/S



NKL42UND

S/S

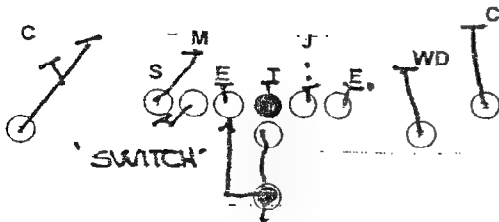
F/S



NKL33OV

S/S

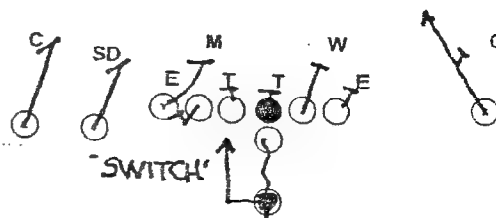
F/S



NKL42OV

S/S

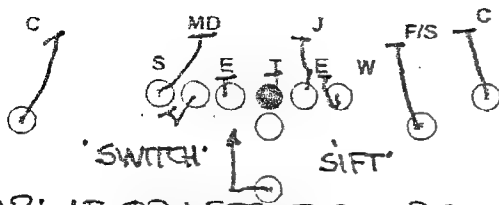
F/S



NKL52

(CHECK OUT OF)

S/S

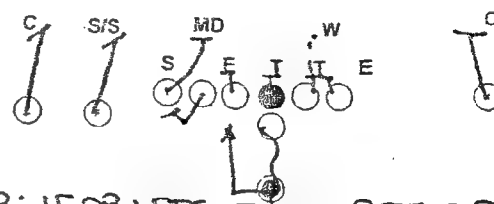


CP: IF QB LETS IT GO - BST SIFT

NKL51UND

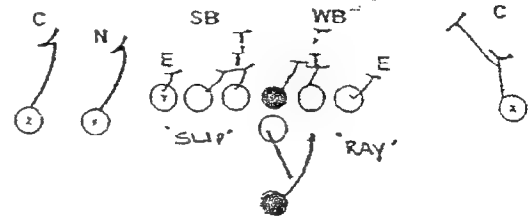
(CHECK OUT OF)

F/S

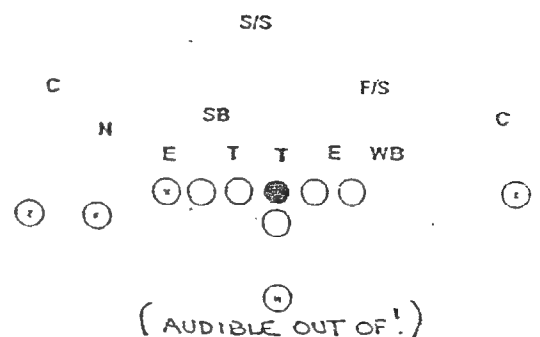
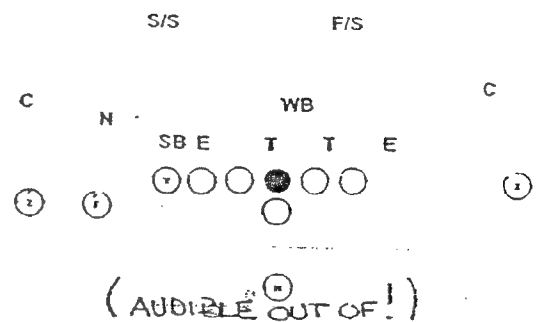
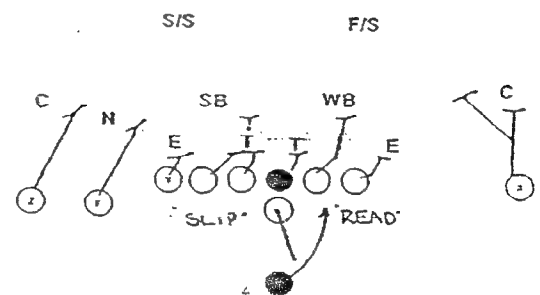


CP: IF QB LETS IT GO - BST SIFT!

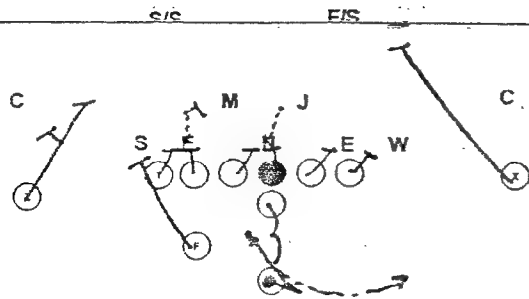
α.β.



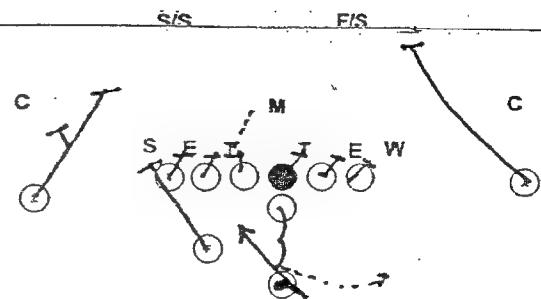
Alert: Do not run vs. four defenders from the Center out



34

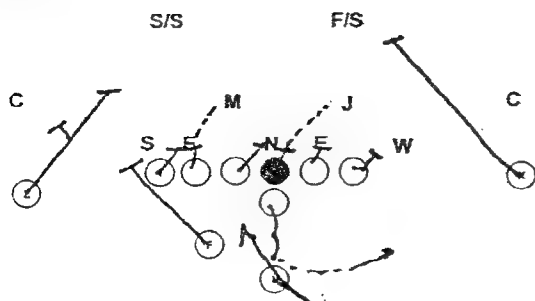


43

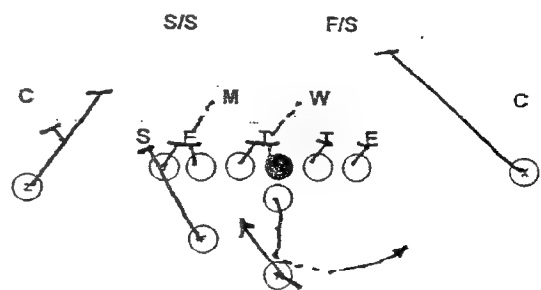


ACTION: Open away from hole. Get ball deep to ball carrier. Fake naked.

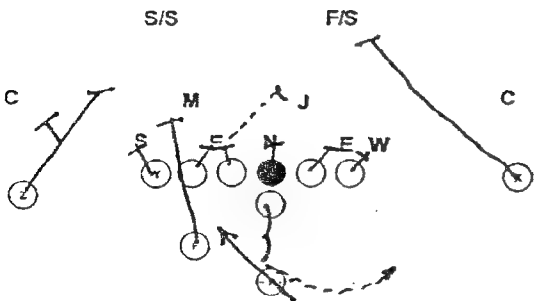
34 UNDER



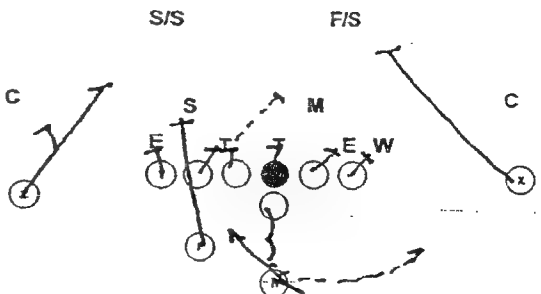
43 UNDER



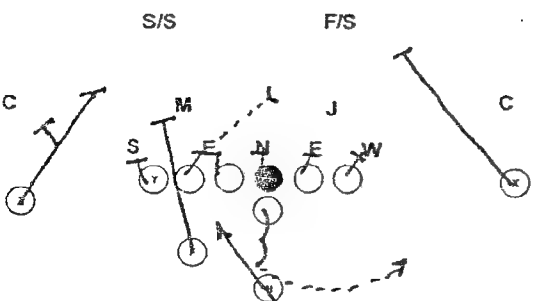
34 OVSTK



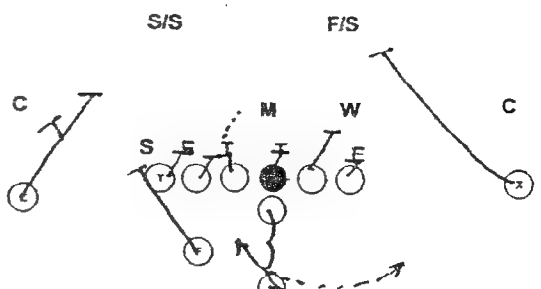
43 OVSTK



34 DBLRED

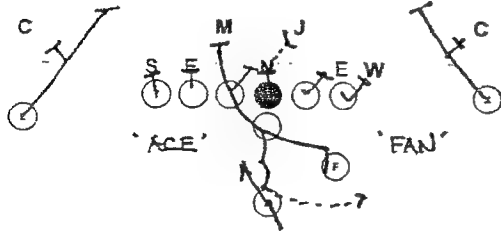


43 OVERST

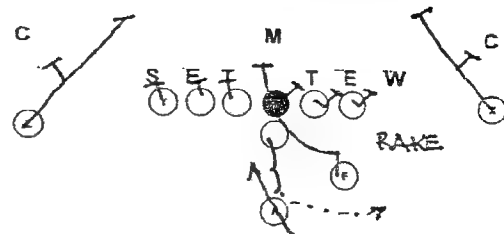


JAB 33 BUBBLE

34

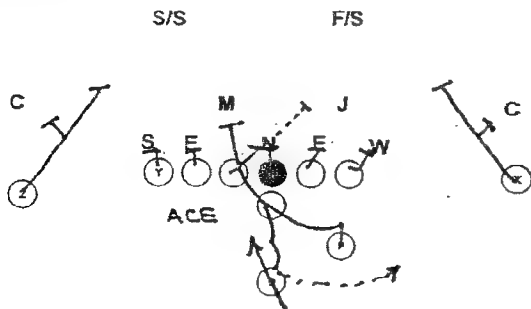


43

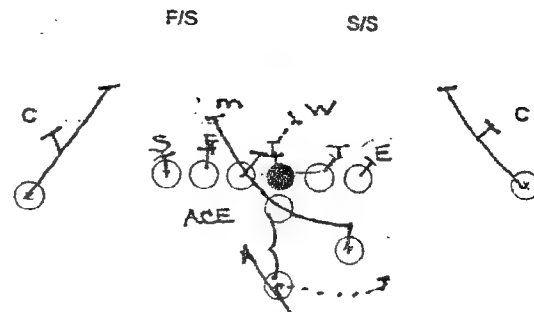


Q.E ACTION: Open away from hole. Get ball deep to ball carrier. Fake naked.

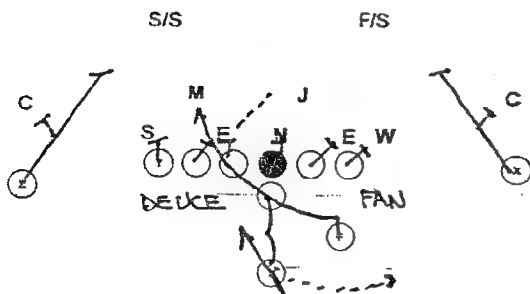
34 UNDER



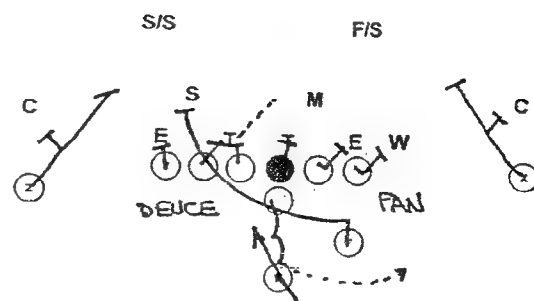
43 UNDER



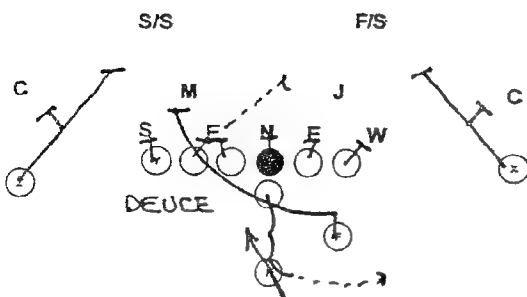
34 OVSTK



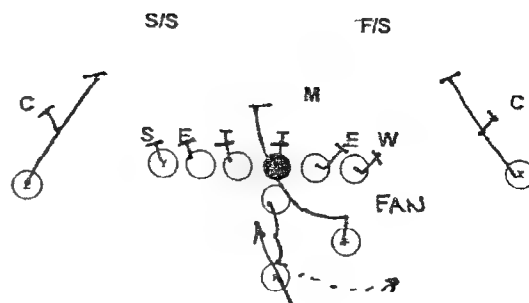
43 OVSTK



34 DBLRED

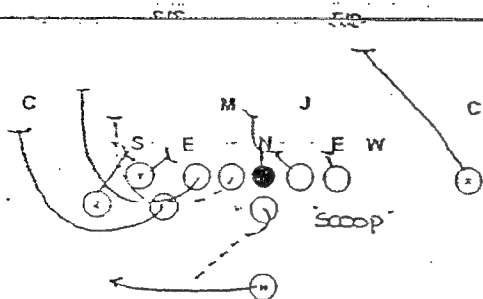


43 OVERST

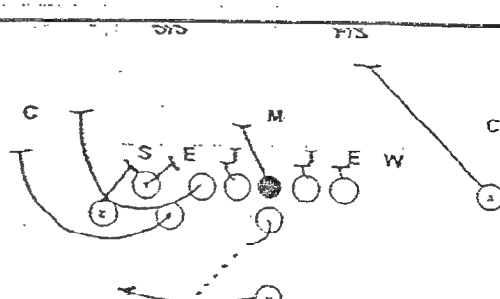


TOSS 39 TRUCK

34



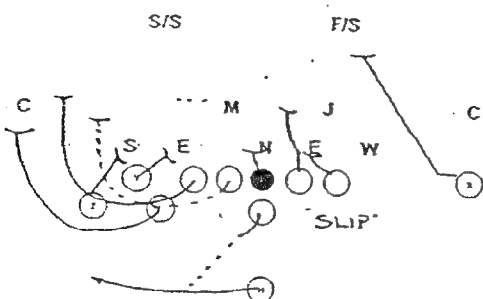
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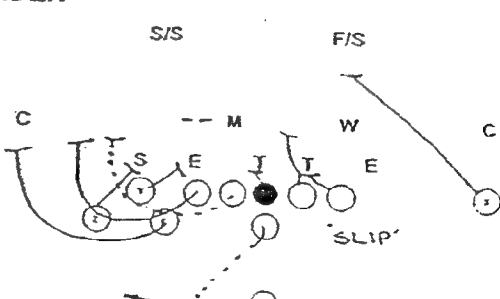
QB ACTION: Reverse pivot - Toss ball to ball carrier - Fake naked

ALERT: "Wide" call from point player

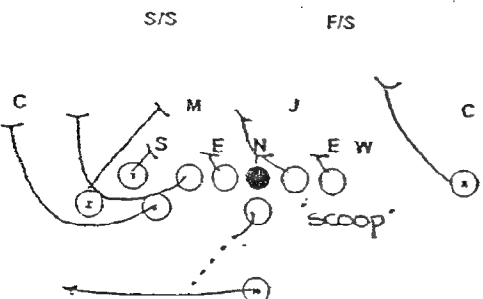
34 UNDER



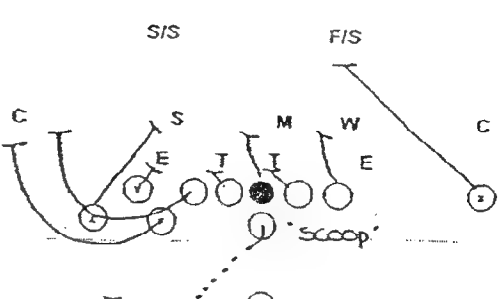
43 UNDER



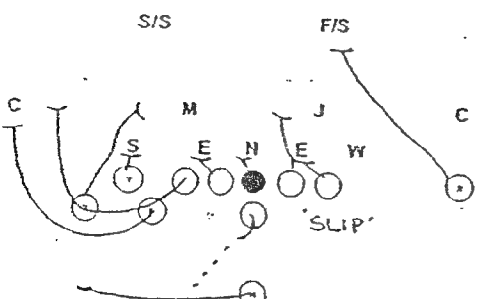
34 OVSTK



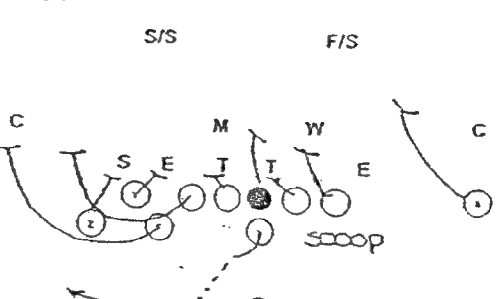
43 OVSTK



34 DBLRED



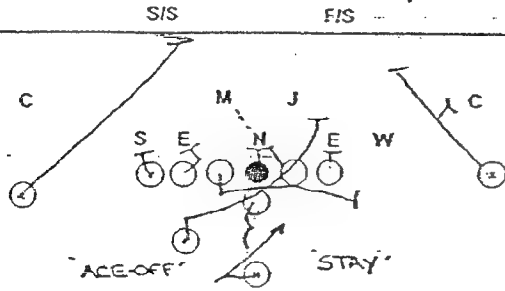
43 OVERST



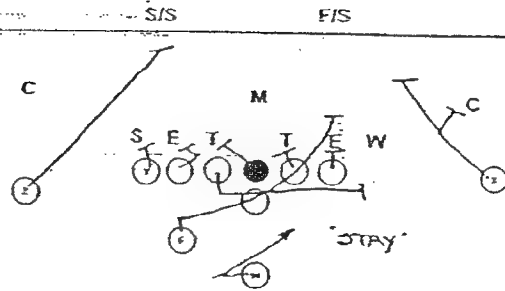
TKL - BLOCK THE LOOK

CTR 34-STAY

34

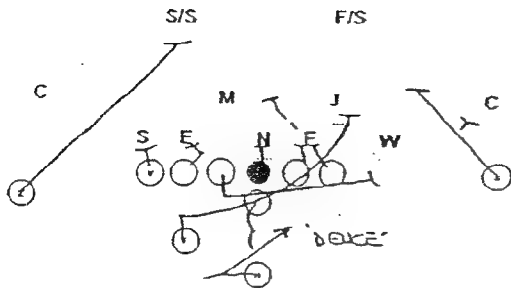


43

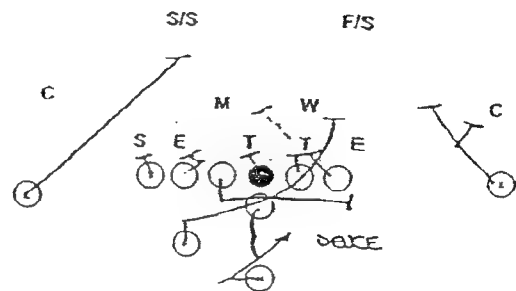


QB ACTION: Open away from hole - Get ball to ball carrier deep - Fake naked, CP: Over ball handling

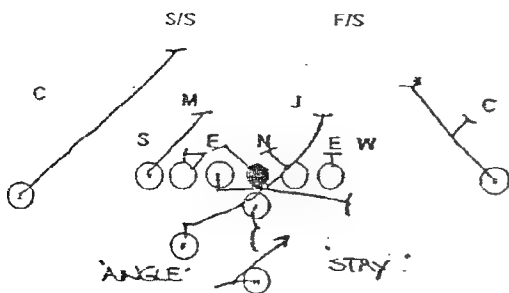
34 UNDER



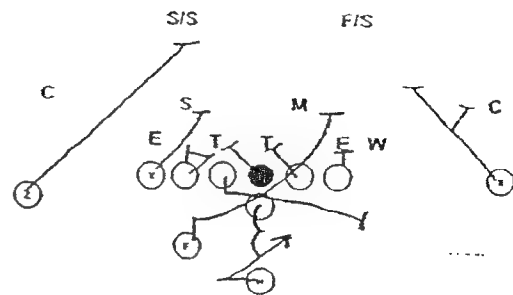
43 UNDER



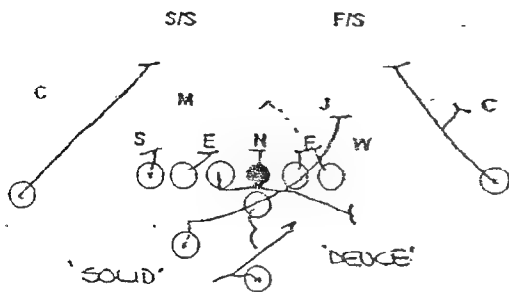
34 OVSTK



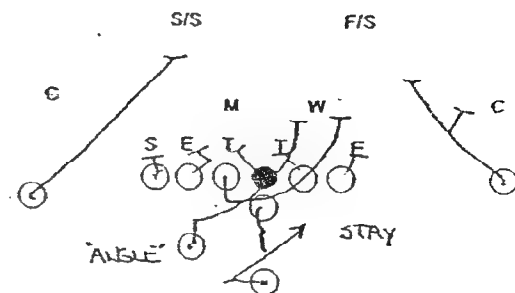
43 OVSTK



34 DBLRED

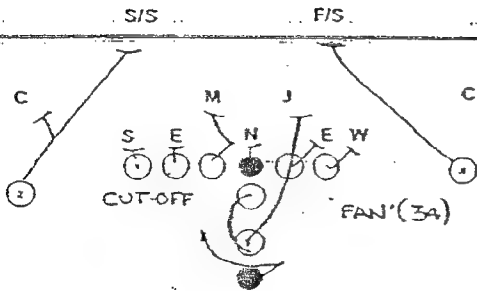


43 OVERST

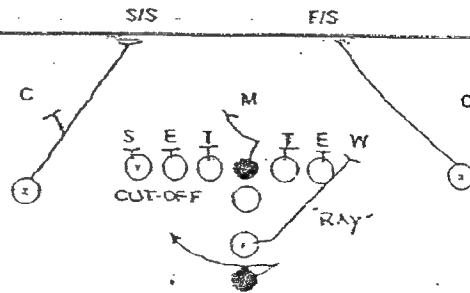


SPRINT / (SLANT) 34 BASE SUCKER

34

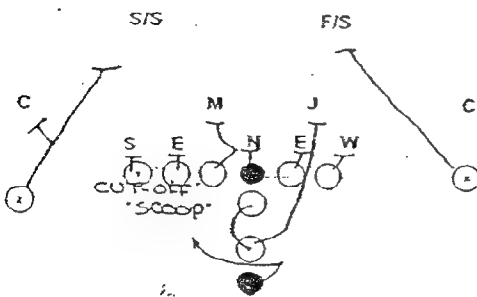


43

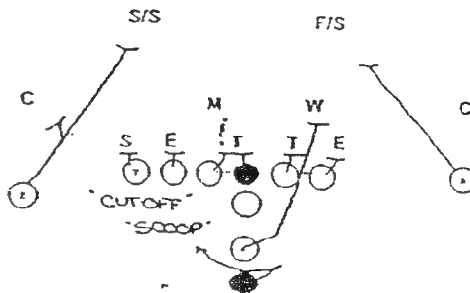


(B ACTION: Open 1/2 step off mid-line - Get ball to ball carrier deep - Set-up for pass - Don't let hands drag
CP: Over ball handling

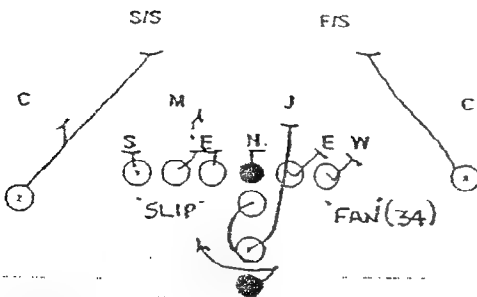
34 UNDER



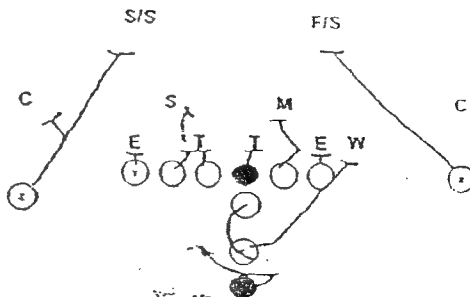
43 UNDER



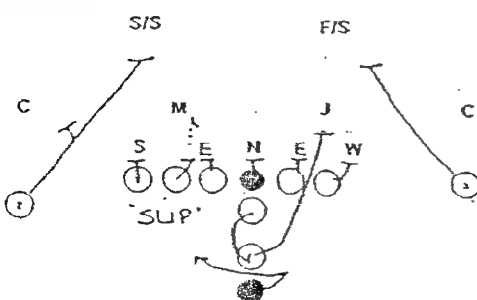
34 OVSTK



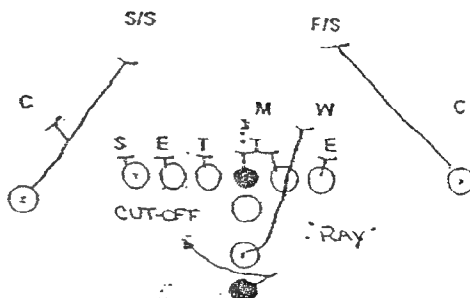
43 OVSTK



34 DBLRED



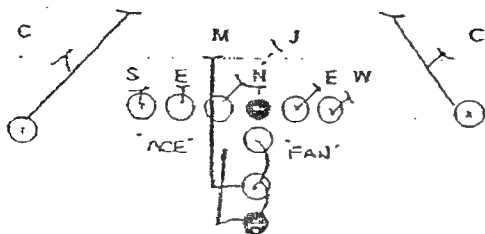
43 OVERST



34

S/S

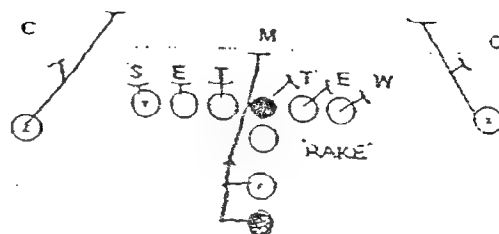
F/S



43

S/S

F/S

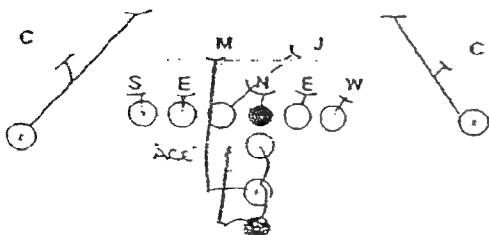


QB ACTION: Drop back two steps - Hand ball to ball carrier - Set-up for pass - Don't let hands drag

34 UNDER

S/S

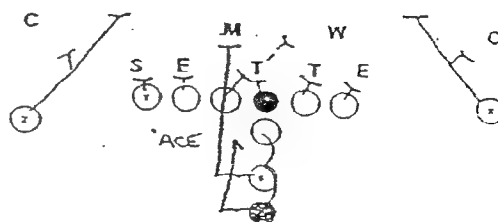
F/S



43 UNDER

S/S

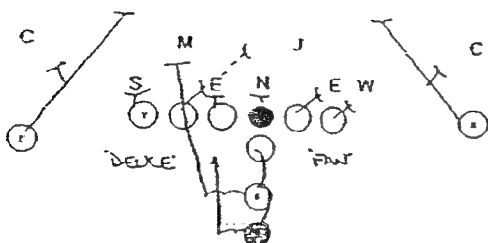
F/S



34 OVSTK

S/S

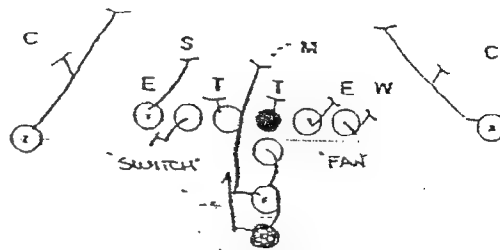
F/S



43 OVSTK

S/S

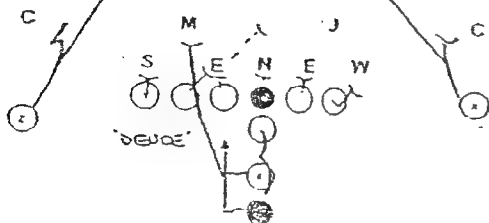
F/S



34 DBLRED

S/S

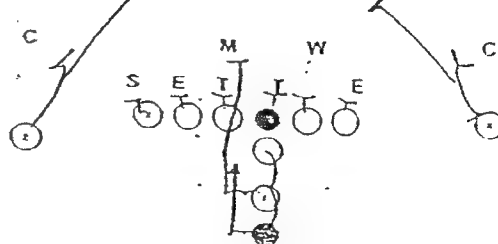
F/S



43 OVERST

S/S

F/S

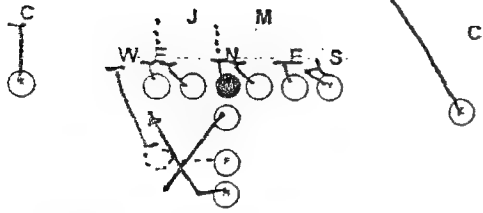


SPRINT/(TOSS) 39 STRETCH

31

F/S

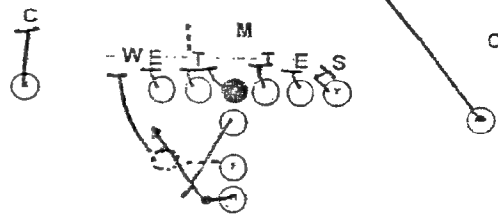
S/S



43

F/S

S/S

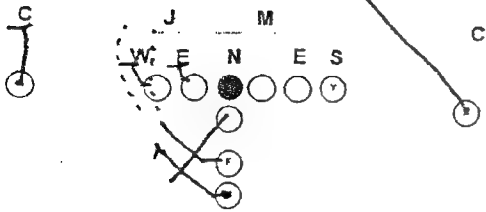


HB: Open step - Aiming point outside hip of Tackle - Stretch play - Run to daylight.
 FB: Block Will LBer. CP: 1. Will on end of LOS - Split. 2. Will in A gap. 3. DE pinch.
 Y: Cutoff / Combo - Alert Buzz.
 X: Block 8/9 hole force.
 Z: Block deep 1/3 defender. CP: Slot - Double crack.

34
UNDER

F/S

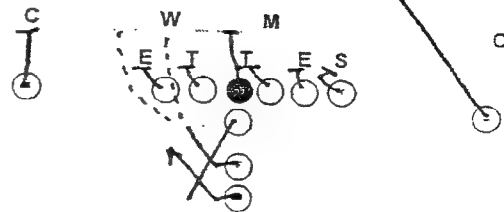
S/S



43 UNDER

F/S

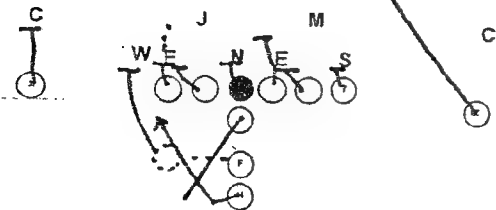
S/S



34 OVSTK

F/S

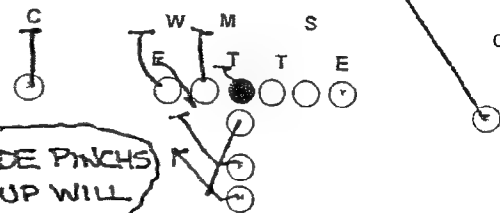
S/S



43 OVSTKWIN

F/S

S/S

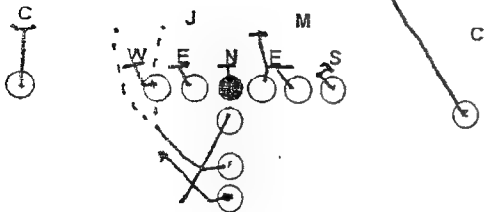


OST - DE PINCHS
PICK UP WILL

34 DBLRED

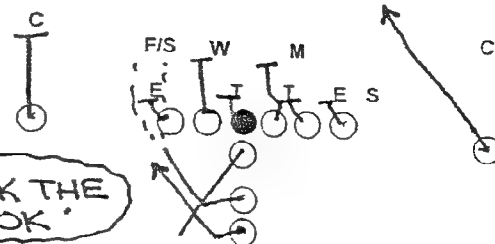
F/S

S/S



43
CLUBWIN

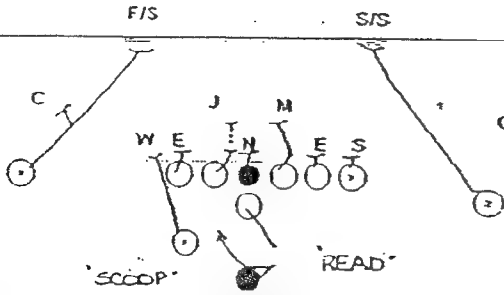
S/S



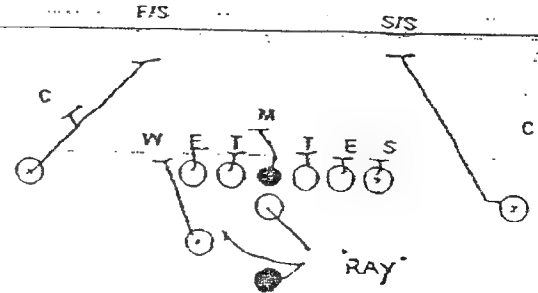
BLOCK THE
LOOK

RIDE 34 SUCKER

34



43



HB: Start at hole- Counter over top of QB

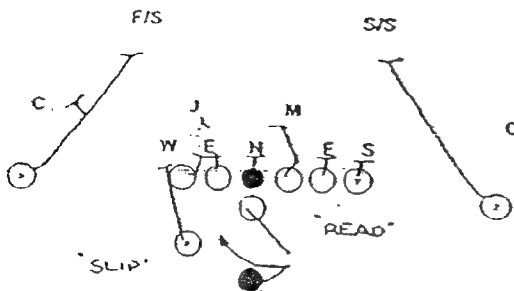
FB: Block EMOLOS

Y/F-TE: Callside: Base drive, Backside: Man/Combo- Alert Buzz

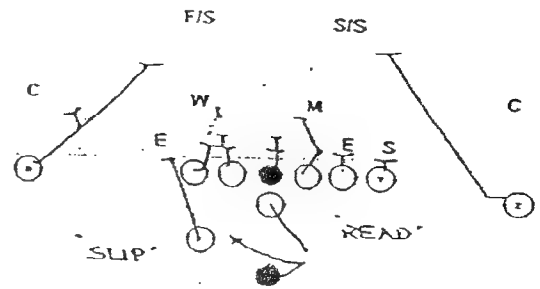
X: Block 4/5 hole force

2: Block 4/5 hole force

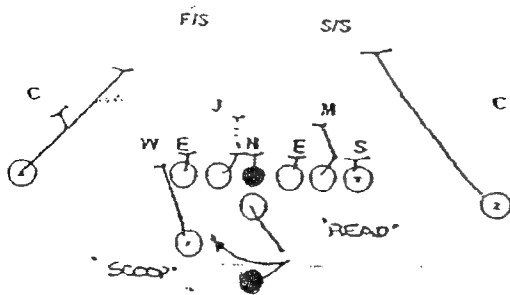
34 UNDER



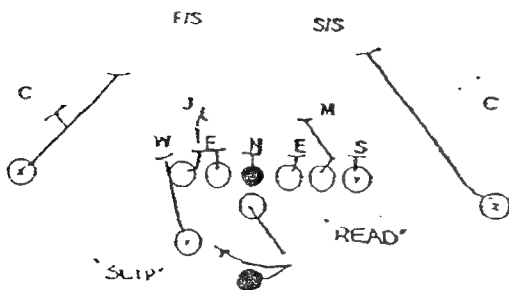
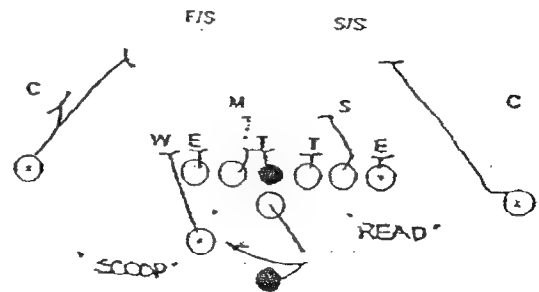
43 UNDER



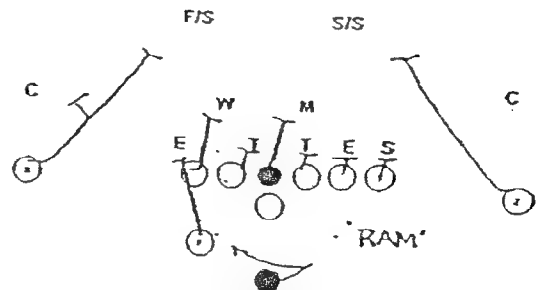
34 OVSTK



43 OVSTK



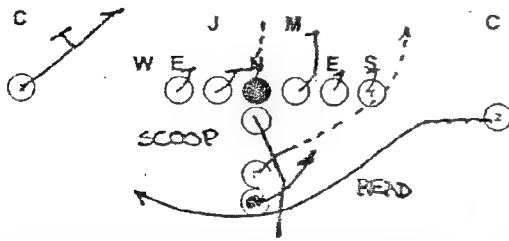
43 OVERST



34

F/S

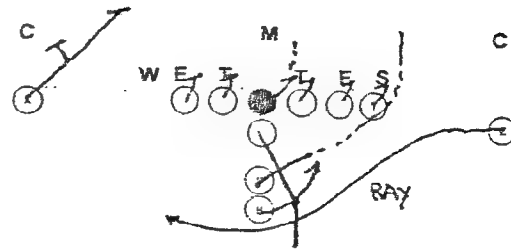
S/S



43

F/S

S/S



HB: Lead cross-over step. Roll over Guard/Tackle gap.

FB: Block SS unless Sam LBer is inside of DE-then block Sam LBer.

Y: Block Sam LBer. If Sam LBer is inside-release and block SS.

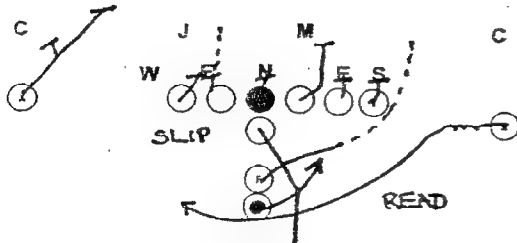
X: Block 4/5 hole force.

Z: Short motion. Fake the reverse.

34 UNDER

F/S

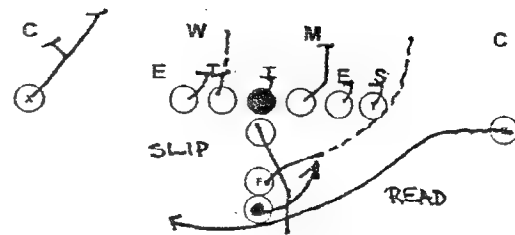
S/S



43 UNDER

F/S

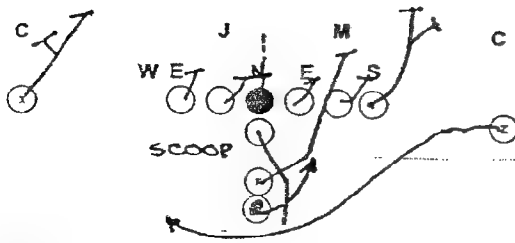
S/S



34 OVSTK

F/S

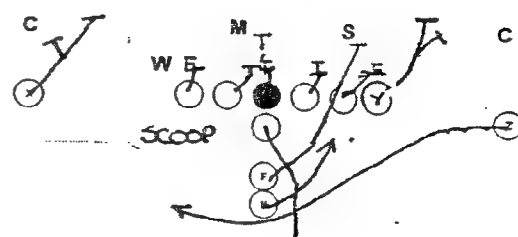
S/S



43 OVSTK

F/S

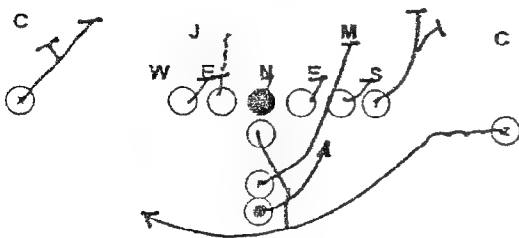
S/S



34 DBLRED

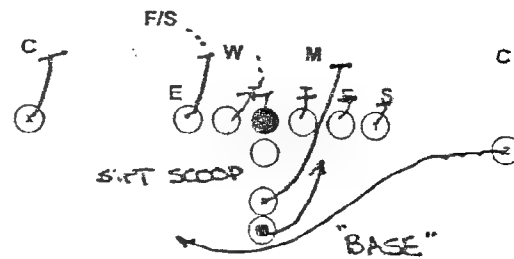
F/S

S/S



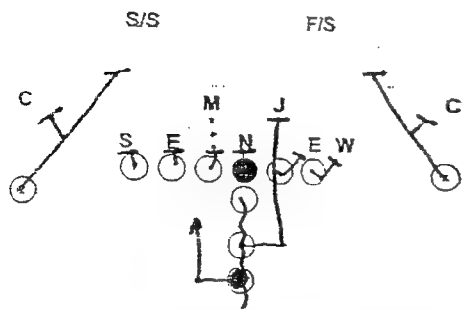
43 OVERST

S/S

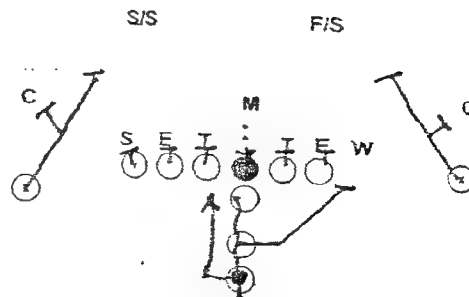


H 44 BASE

34



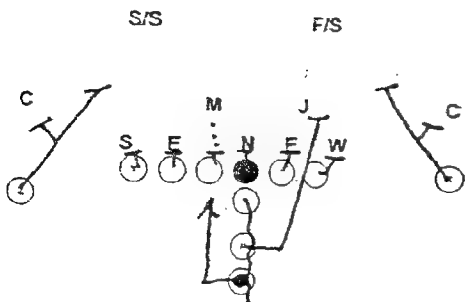
43



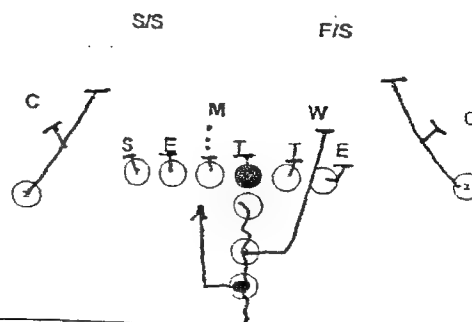
QB ACTION

Drop back two steps-Hand ball to the ball carrier-Set up for pass-Don't let hands drag.
CP: Split flow-Handoff away from the hole.

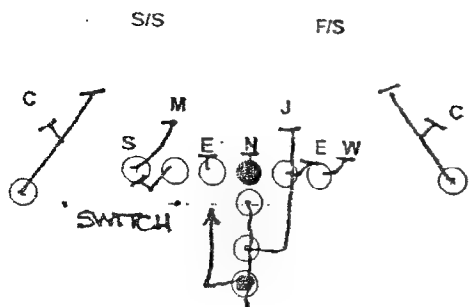
34
UNDER



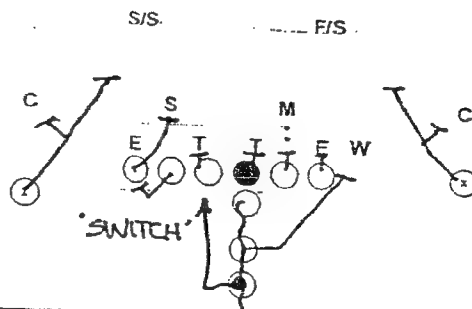
43 UNDER



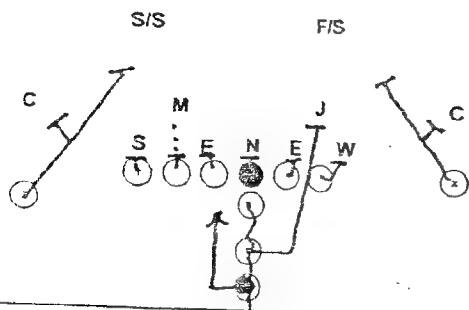
34 OVSTK



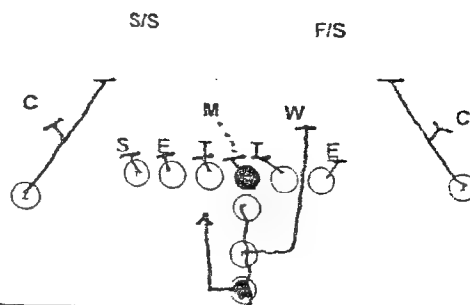
43 OVSTK



34 DBLRED



43 OVERST

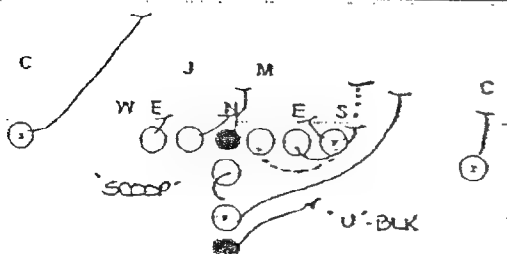


SLANT/(TOSS) 38 BOSS

34

F/S

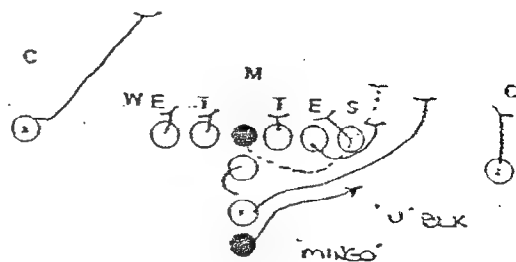
S/S



43

F/S

S/S



HB: Open angle lead - Read inside-out... 4-6-8

FB: Key Defensive Alignment - Block Mike or SS - CP: Corner

Y: Automatic "U", CP: Base Call

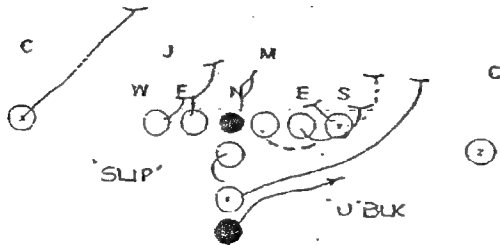
X: Seal deep 1/3 defender

Z: Block man over - Alert FB signal, Block 8/9 hole force

34 UNDER

F/S

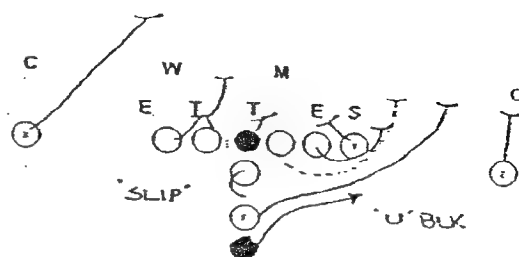
S/S



43 UNDER

F/S

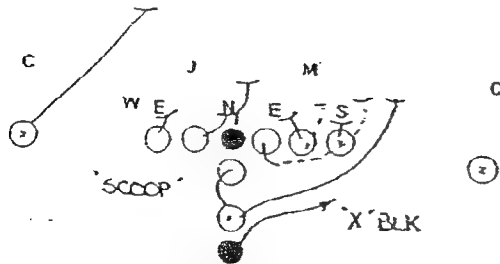
S/S



34 OVSTK

F/S

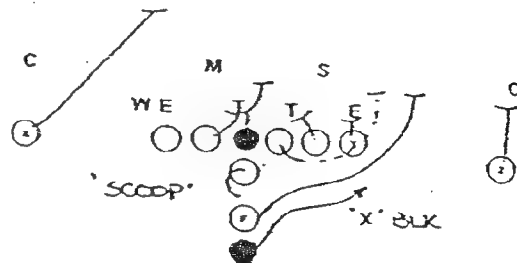
S/S



43 OVSTK

F/S

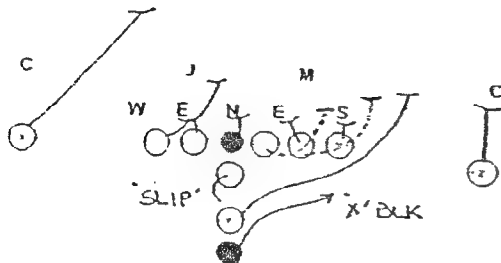
S/S



34 DBLRED

F/S

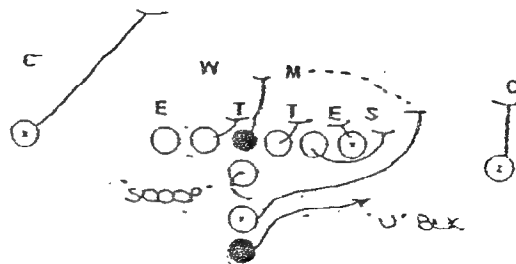
S/S



43 OVERST

F/S

S/S



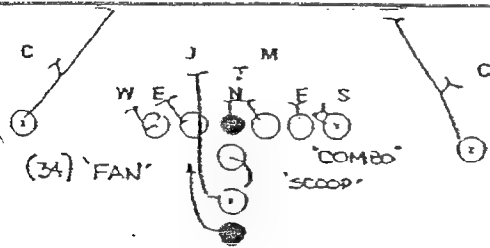
BLOCK THE LOOK

DEATH ROLL / SLOTT
SLANT (RIPE) 35 BASE

34

F/S

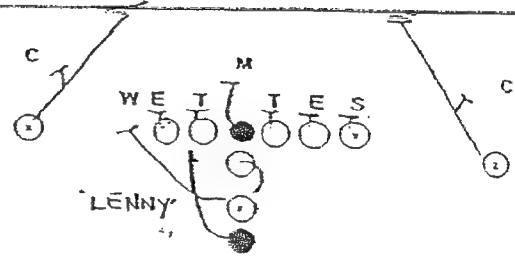
S/S



43

F/S

S/S



HB: Lead cross over step - Roll over Guard/Tackle gap

FB: 43 Front: Block Will linebacker, 34 Front: Block Jack linebacker

Y: Cutoff/Combo - Alert Buzz

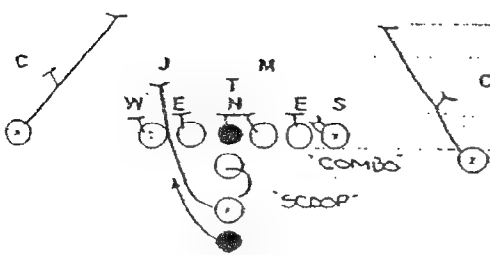
X: Block 4/5 hole force

Z: Block 4/5 hole force

34 UNDER

F/S

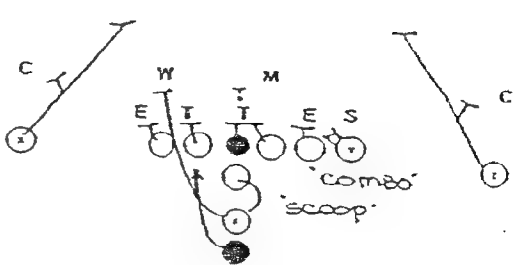
S/S



43 UNDER

F/S

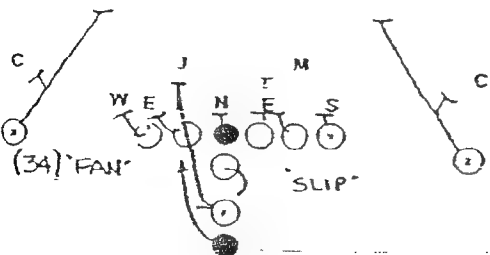
S/S



34 OVSTK

F/S

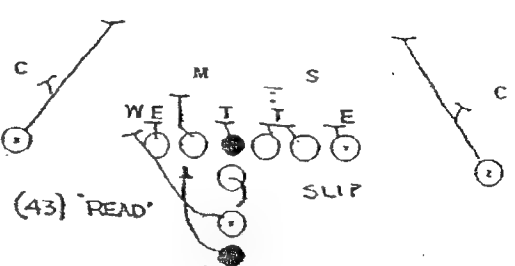
S/S



43 OVSTK

F/S

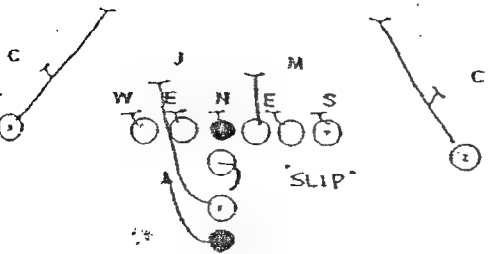
S/S



34 DBLRED

F/S

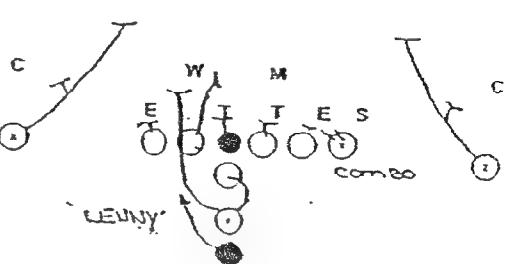
S/S



43 OVERST

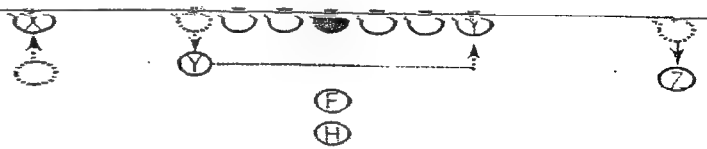
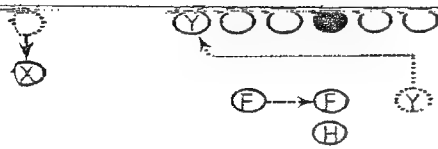
F/S

S/S



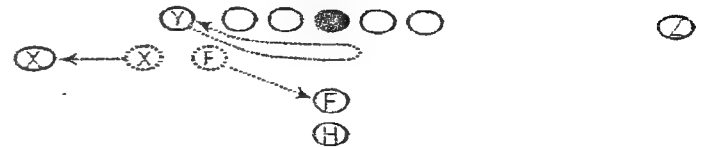
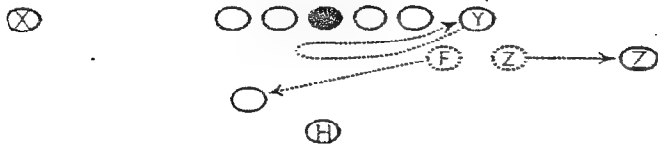
VAC 1

V MOVE 0 / MOTION SHIFT



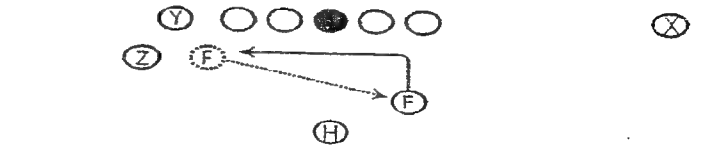
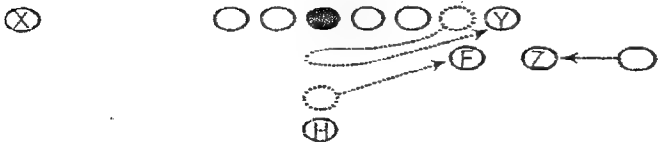
BUZZ 0 WEAK

BLAST 1



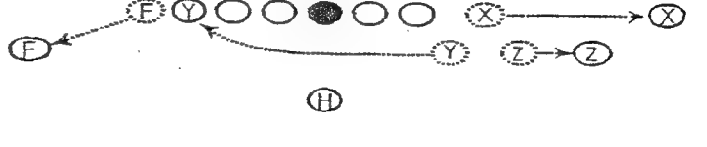
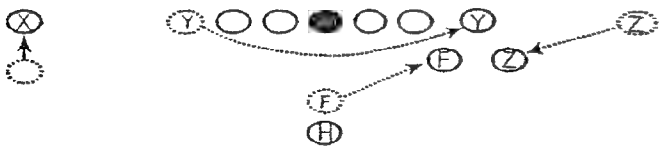
BANG 0 BUNCH

BATCH 1 WEAK F MOTION



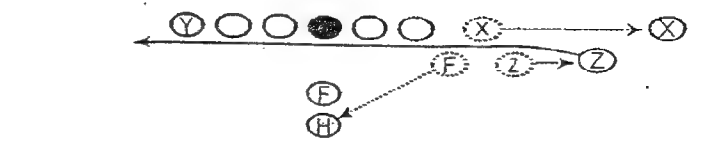
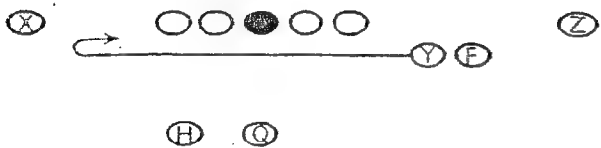
POP 0 BUNCH

GRENAD 1 SLOT OUT



TRIPS RT Y SPIN (4 WIDES)

BOMB 1 SLOT Z MOTION



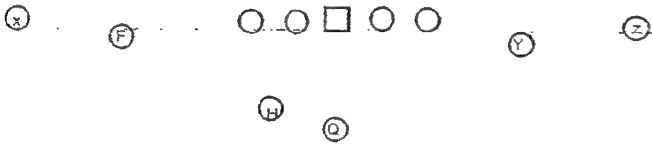
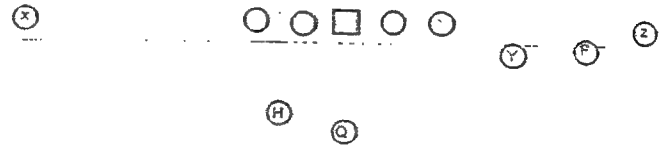
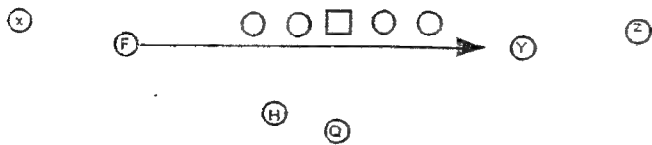
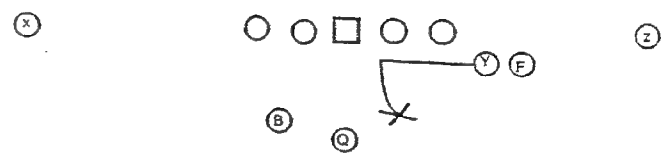
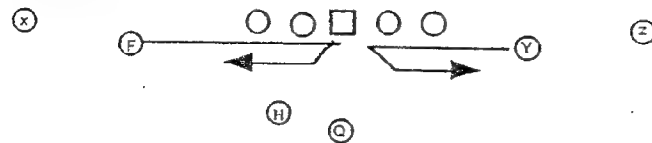
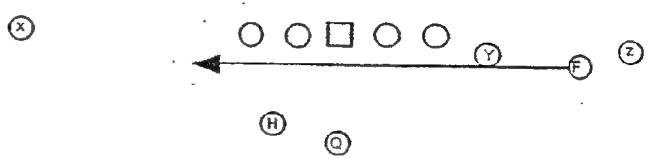
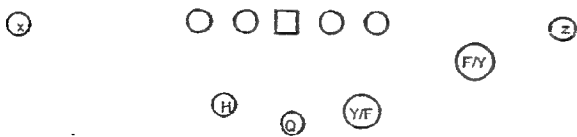
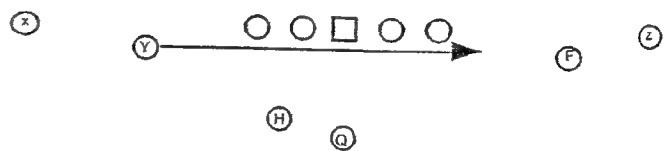
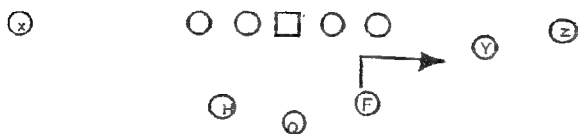
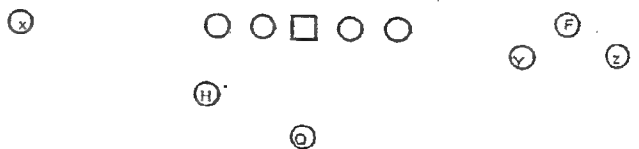
2 HALF DRIBBLE (3 WIDES)

FLOOD RT FUZZ / YAZZ MOTION

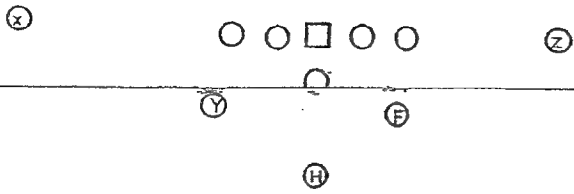


SUB FORMATIONS & MOTIONS

(4 WR's)

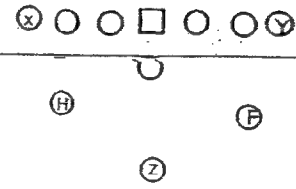
Half RightTrips RightHalf Right F MotionFlood Right Y PeelHalf Right F-Peel / Y-PeelTrips Right F FlyPro/Flex RightY-Motion to Trips RightFlex Right F MotionSteeler Right

Bravo Left

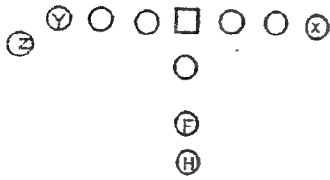


6 Tite Diamond

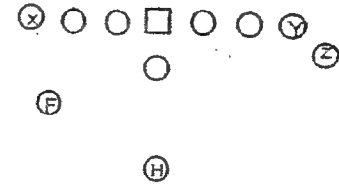
15



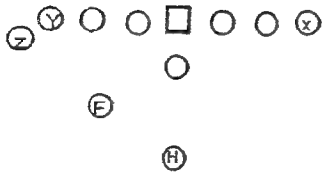
1 Tight Close



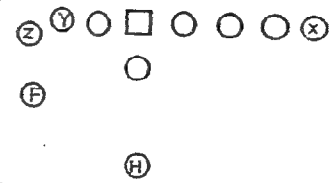
0 Weak Tight Close



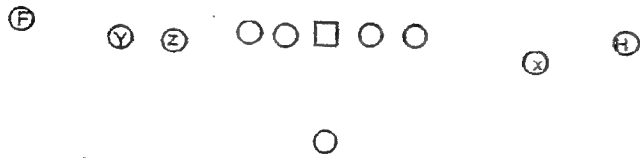
1 Strong Tight Close



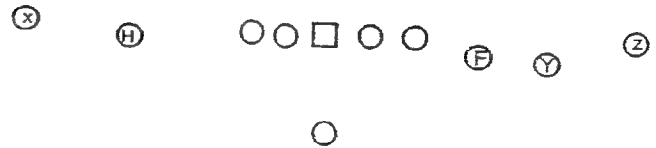
Pittsburgh Right



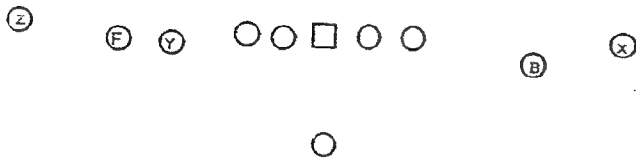
Spread Left



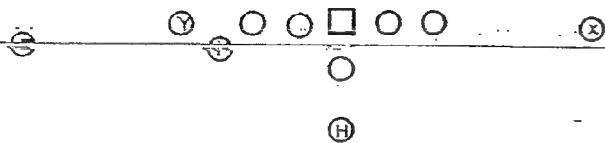
Stretch Right



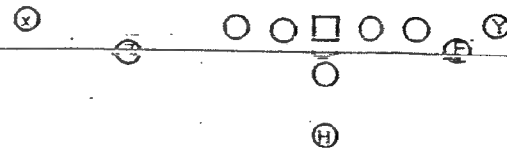
Empty Left



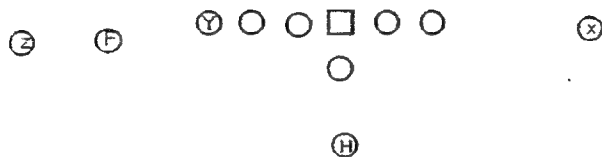
1 Drought



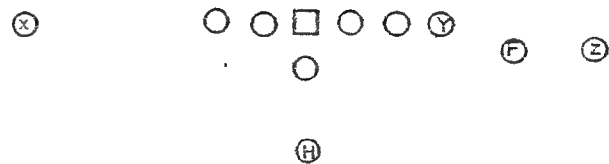
0 Drought Slot



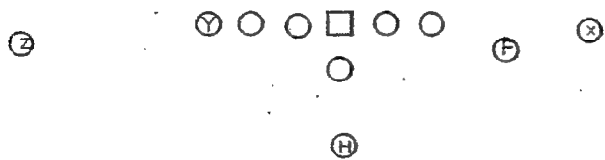
1 Trips (F Split the Y & Z)



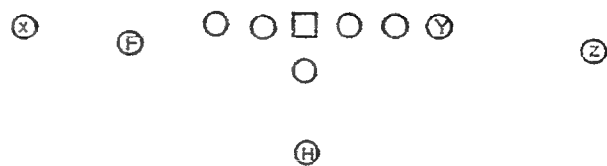
0 Trips



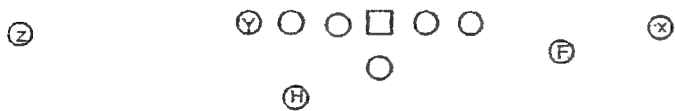
1 Half



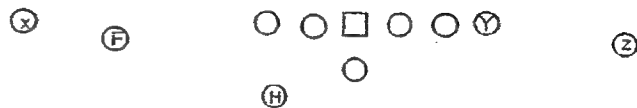
0 Half



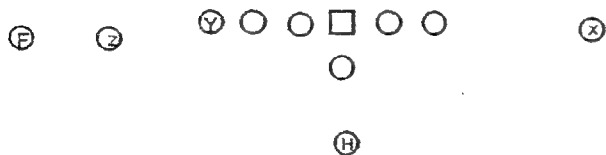
9 Half



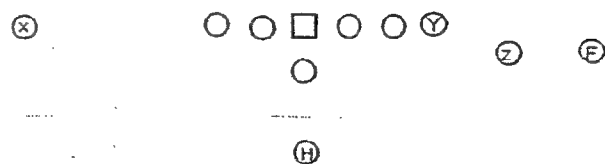
2 Half



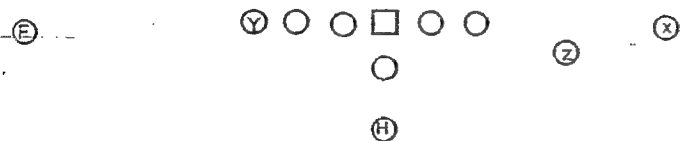
1 Out (Y on Ball, F Off Line)



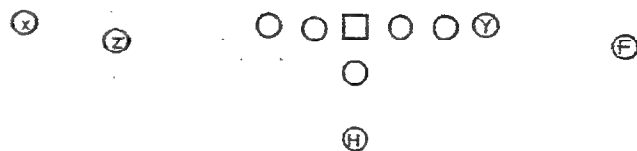
0 Out



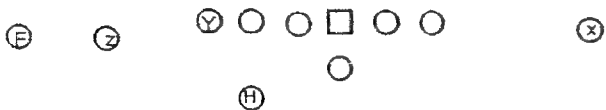
1 Slot Out



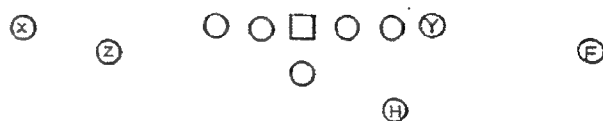
0 Slot Out



9 Out (Y on Ball, F Off Line, H Offset Strong)



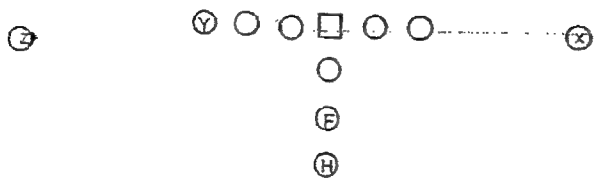
8 Slot Out



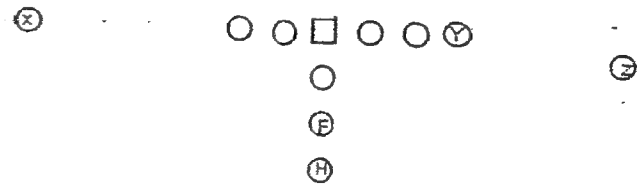
FORMATIONS & VARIATIONS

11

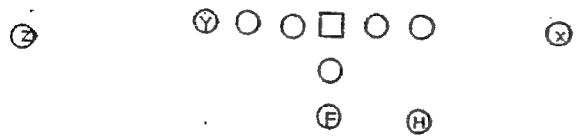
1 - (I Backs)



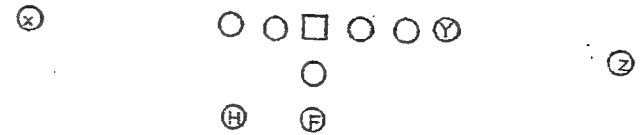
0 - (I Backs)



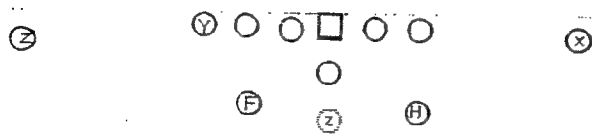
3 - (F in Middle, H Weak Side)



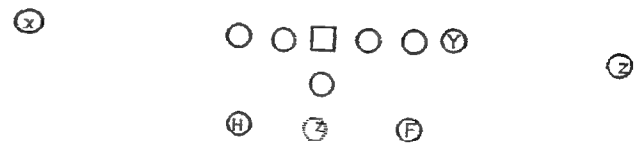
2



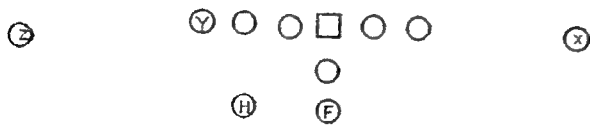
7 - (Split Backs) (7 Zebra)



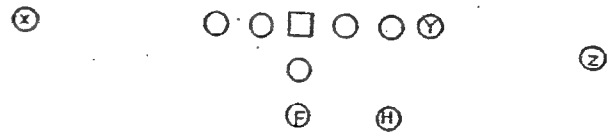
6 (6 Zebra)



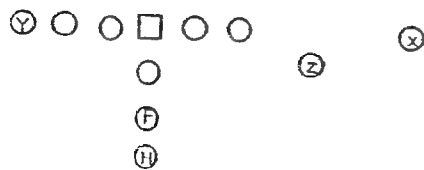
9 - (F in the Middle, H Strong Side)



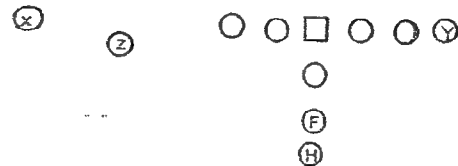
8



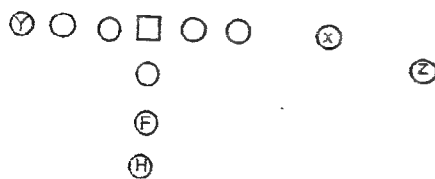
1 Slot



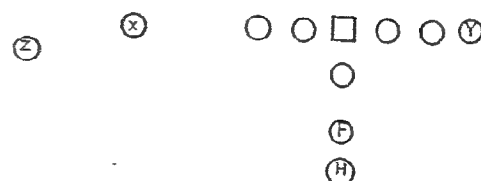
0 Slot



1 Flop

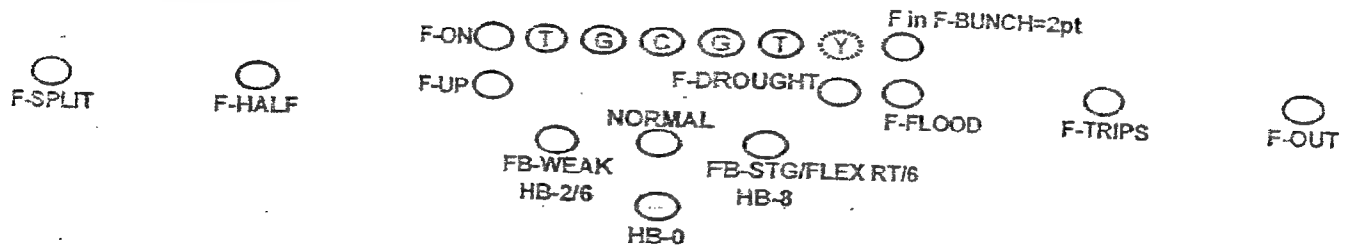


0 Flop

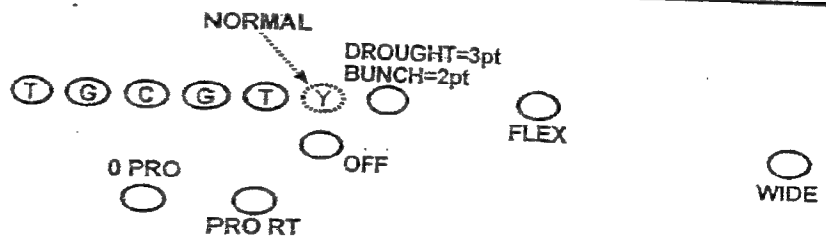


POSITIONAL VARIATIONS

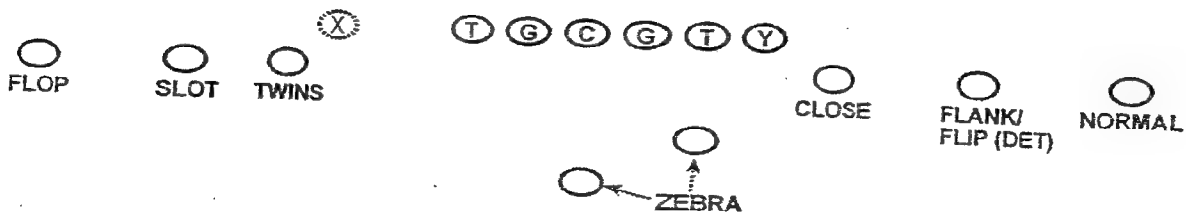
BACKFIELD OR 2nd TE
OR 3rd WR



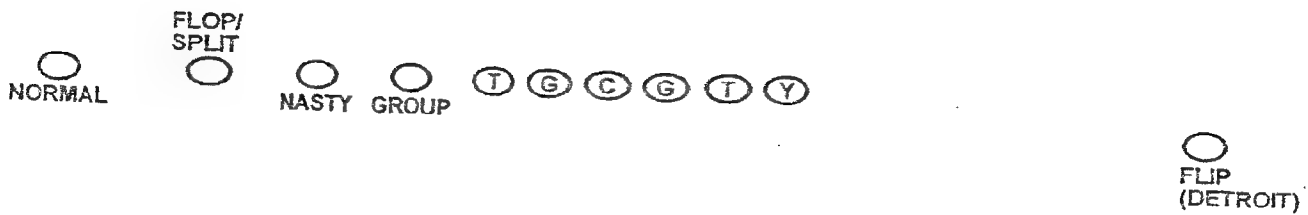
Y POSITIONS



Z POSITIONS



X POSITIONS

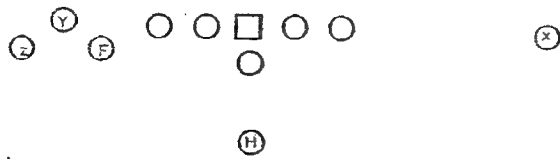


BUNCH FORMATIONS

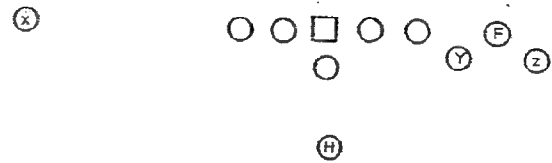
16

(Regular or Substituted Personnel)

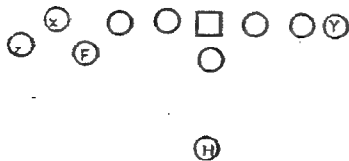
Bunch



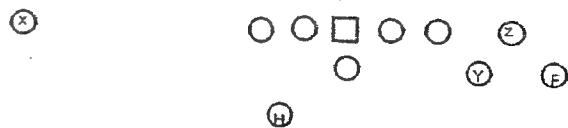
0 "F" Bunch



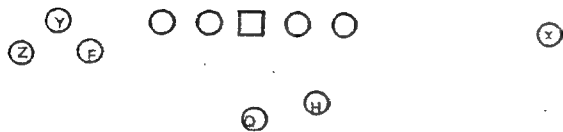
0 Up Stack



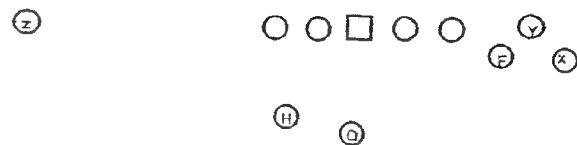
2 "Z" Bunch



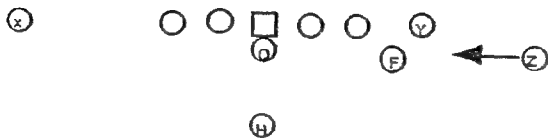
Bunch Left



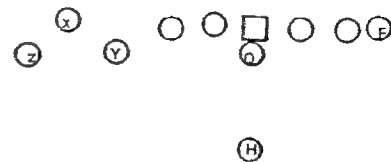
Box Right



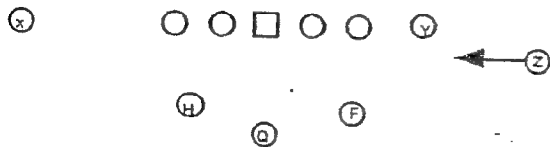
0 Drought Z Short



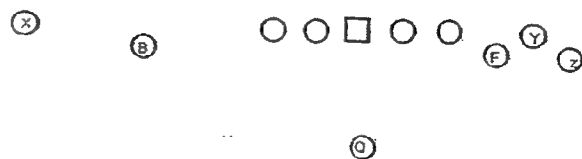
0 Group



Flex Right Z Short



Empty Bunch Right



BASIC INFORMATION

SPACING (CONTINUED)

TIGHT END (Y) OR 3RD WR

- NORMAL - 2 FOOT SPLIT FROM TACKLE.
- OFF - POSITION YOURSELF 1 YARD OFF LOS.
- DROUGHT - ALIGN 2 TO 3 YARDS OUTSIDE THE TACKLE ON LOS.
- FLEX - POSITION YOURSELF 2 TO 5 YARDS FROM TACKLE.
- WIDE - ALIGN AS WIDEST RECEIVER OFF LOS.
- PRO - ALIGN IN BACKFIELD BY FORMATION CALLED.

BASIC WR SPLIT RULES

- NORMAL - SPLIT MOVES WHEN BALL MOVES.
BALL IS IN MIDDLE - OUTSIDE EDGE OF NUMBERS.
BALL IS ON FAR HASH - INSIDE EDGE OF NUMBERS.
BALL IS ON NEAR HASH = 2 YDS. OUTSIDE THE NUMBERS.
- WIDE - ALIGN 2 YARDS WIDER THAN YOUR NORMAL RULES AS STATED ABOVE.
- SEMI - OUTSIDE EDGE OF NUMBERS.
- MAX - 4 YARDS OUTSIDE THE EDGE OF THE NUMBERS WHEN THE BALL IS IN THE MIDDLE OR ON THE NEAR HASH. SPLIT MOVES WHEN THE BALL IS ON THE FAR HASH = 2 YARDS OUTSIDE THE OUTSIDE EDGE OF THE #S.
- SUPERMAX - 6 YARDS OUTSIDE THE OUTSIDE EDGE OF THE NUMBERS WHEN THE BALL IS IN THE MIDDLE OR ON THE NEAR HASH. SPLIT MOVES WHEN THE BALL IS ON THE FAR HASH = 4 YARDS OUTSIDE THE OUTSIDE EDGE OF THE #S.
- BY PLAY - UNUSUAL SPLITS MAY BE USED FOR SOME FORMATIONS AND SPECIAL PLAYS, AND WILL BE DESIGNATED "BY PLAY".
- RUNS SPLIT - SEMI SPLIT RULE UNLESS YOU MUST ADJUST TO GET YOUR JOB DONE.
- PLAY ACTION - USUALLY NORMAL SPLIT RULES.
- SCREEN - USE SUPERMAX RULES IN 2 X 2 SETS AND TO TRIPS SIDE OF 3 X 1. 'X' ALIGN IN NORMAL SPLIT AWAY FROM 3 X 1.

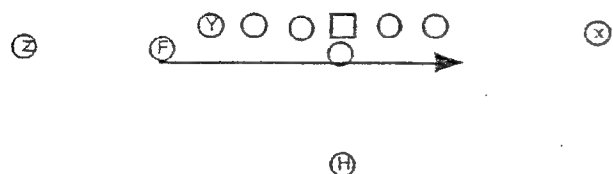
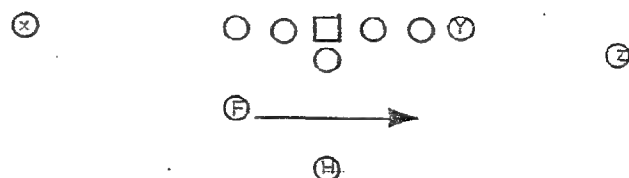
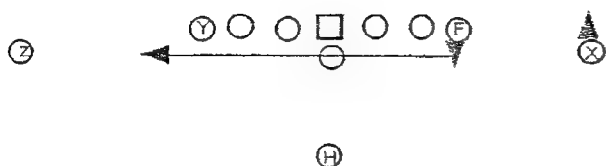
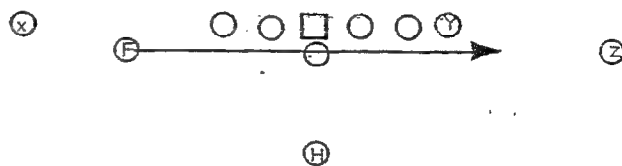
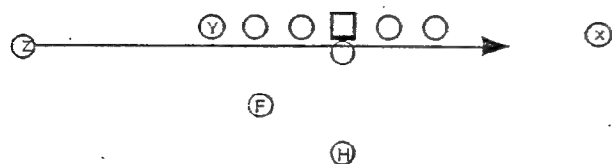
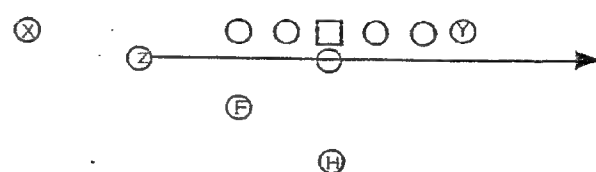
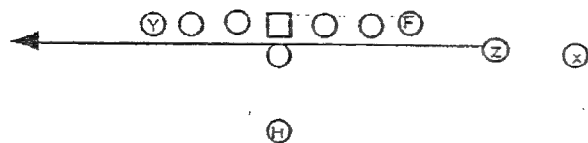
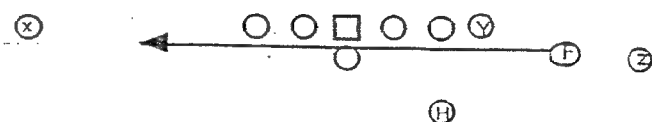
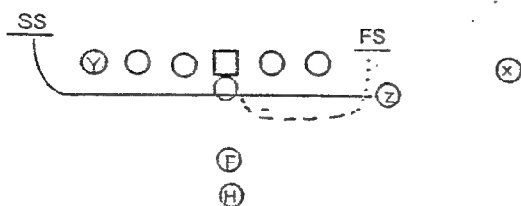
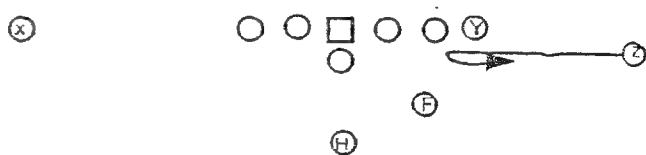
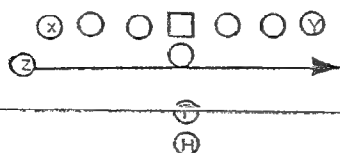
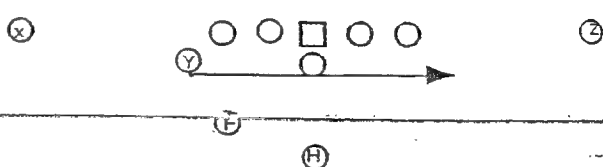
Crossing Formation

(Motion - To the TE)
(Fly - Away From TE)

MOTIONS

('Z' Find - "Z" - Motion/Fly/Peel
for Force Safety)

(Peel - Starting Motion/Fly and
Returning to Original Position)

1 Flood F Fly0 Weak F Motion1 On F Motion0 Half F Motion1 Strong Z Fly0 Weak Slot Z Motion1 On Slot Z Motion8 Trips F Fly1 Slot "Z" Find0 Strong Z PeelZ Motion to 0 Tite CloseY Motion to 0 Weak

PERSONNEL COMBINATIONS

1. REGULAR - 2 BACKS, 2 WR'S, 1 TE
2. OUT - 1 BACK, 1 TE, 3 WR'S
3. TWO TITES (Z)- 2 BACKS, 1 WR, 2 TE'S (ONE TE DESIGNATED X OR U
DEPENDING ON FORMATION)
4. DETROIT - 1 BACK, 2 WR'S, 2 TE'S (ONE DESIGNATED AS "F")
5. HEAVY - 1 BACK, 1 WR (Z/X), 3 TE'S (ONE AS "X"/"Z", ONE AS "F")
6. GOAL LINE - 2 BACKS, 3 TE'S (ONE AS "X", ONE AS "Z")
7. 4 WIDES - 1 BACK, 4 WR'S
8. 5 WIDES - 5 WR'S
9. 3 WIDES - 2 BACKS, 3 WR'S
10. FULL (X) - 2 BACKS, 1 WR, 2 TE'S (ONE TE DESIGNATED U OR X
DEPENDING ON FORMATION)

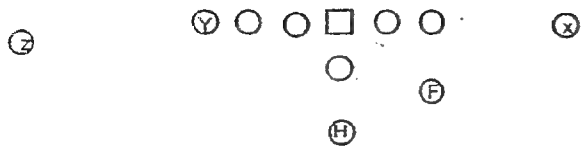
TIME-OUT HUDDLE (FULL HOUSE)

WE MAY USE A DISTINCT PERSONNEL GROUPING ("FULL HOUSE") FOR THE HUDDLE IMMEDIATELY FOLLOWING A TIME-OUT OR OTHER EXTENDED STOPPAGES OF PLAY. THIS WILL BE THE HUDDLE THAT WE PLACE ON THE FIELD PRIOR TO THE START OF THE PLAY CLOCK. BE ALERT FOR THE PERSONNEL GROUPING FROM THE 1ST TE ENTERING THE HUDDLE. BE READY TO SUBSTITUTE WHEN THE 2ND TE AND QB CLEARLY CROSS THE #S ON THEIR WAY TO THE HUDDLE.

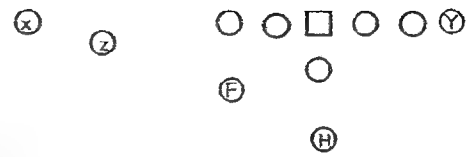
1. "FULL HOUSE" HUDDLE - 2 BACKS AND 3 WR'S - (QB, 2 TE'S ON THE SIDELINE)
(NOTE: PERSONNEL IN HUDDLE AND ON THE SIDELINE WITH THE QB ARE
SUBJECT TO CHANGE BY GAME PLAN)

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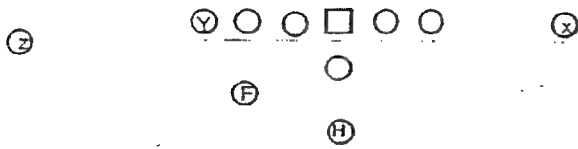
1 Weak



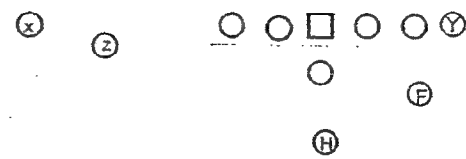
0 Weak Slot



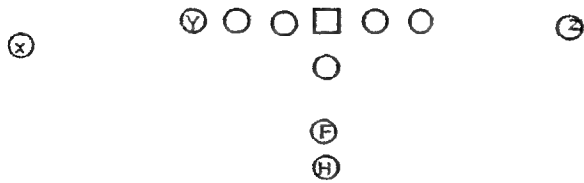
1 Strong



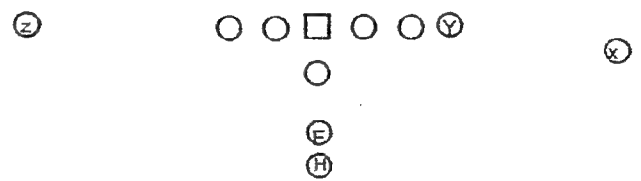
0 Strong Slot



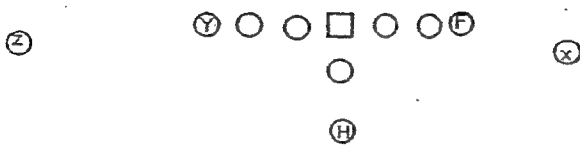
Trade 1



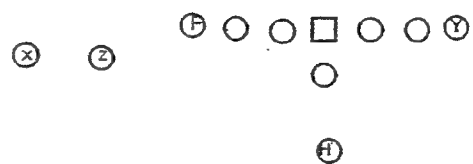
Trade 0



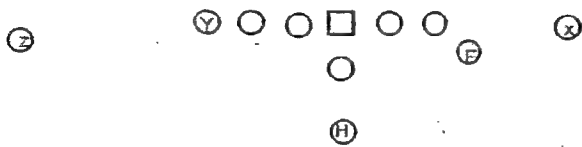
1 On



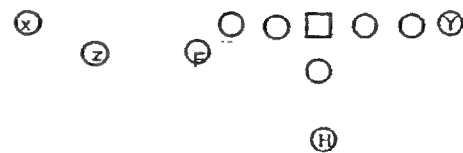
0 On Slot



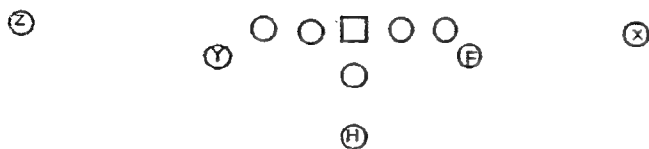
1 Up



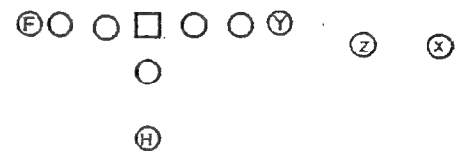
0 Up Slot



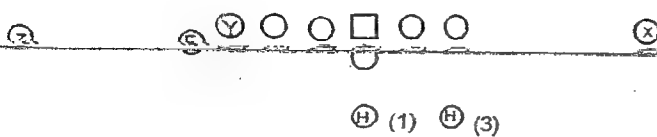
1 Up 'Y' Off



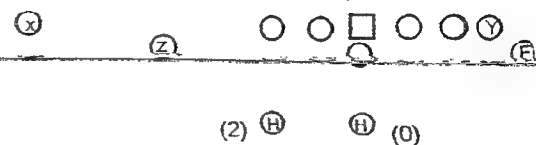
0 On Flip



1 Flood (F in Flood Position to Stg Side) (3 Fld)



0 Flood Slot (2 Flood Slot)



14 1 Split (F to Weakside, Off LOS, Outside X)

0 Split

1 Wide (Y Wide, Z in Slot)

0 Split Wide

1 Flex

0 Weak Flex

1 Pro

Trade 0 Pro

1 Close

0 Weak Close

1 Strong Close

0 Flood Close

1 Tite

0 Up Tite

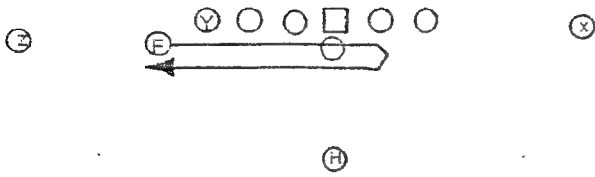
MOTIONS CONT.

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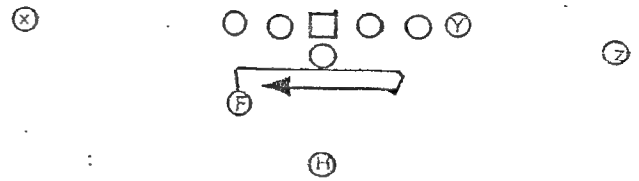
(Short - Not Crossing the Formation)

(Zip - Deep Motion Behind Backs - Faking Run)

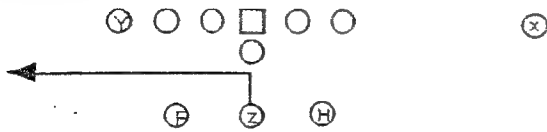
1 Flood F Peel



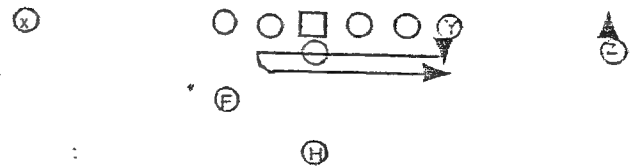
0 Weak F Peel



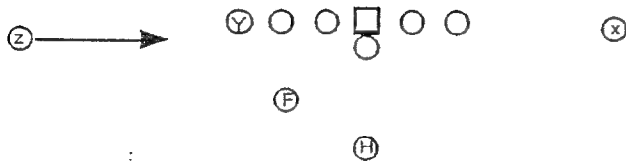
7 Zebra Z Motion



0 Weak Y Peel



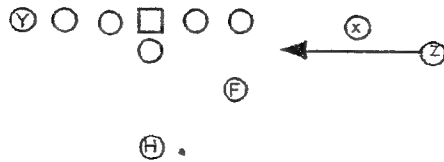
1 Strong Z Short



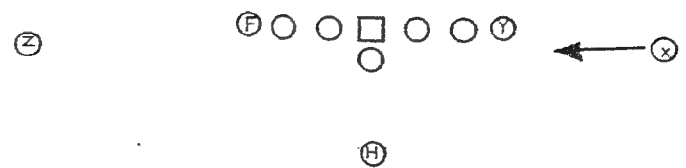
6 Change Z Short



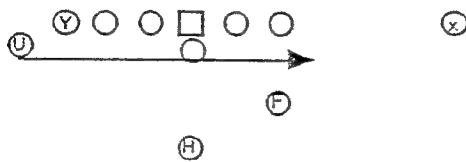
1 Weak Flop Z Short



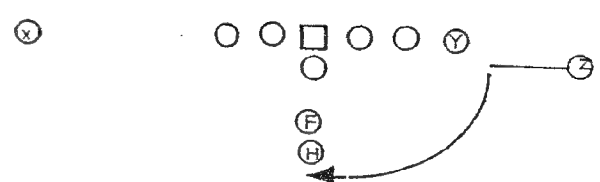
Trade 0 On X Short



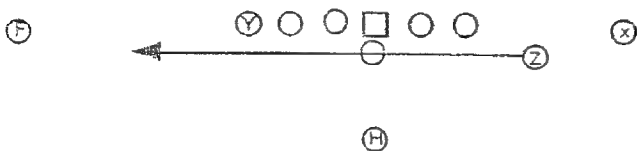
1 Weak Close U Fly



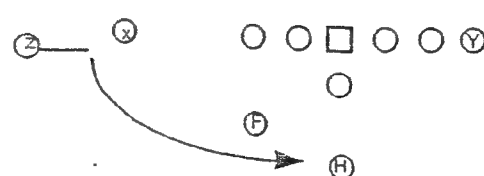
0 ZIP



1 Slot Out Z Motion

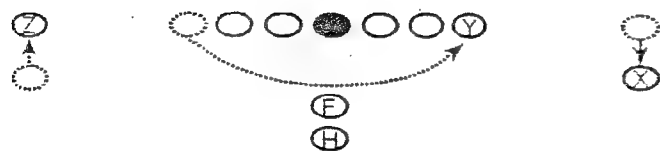


0 Weak Flop Zip

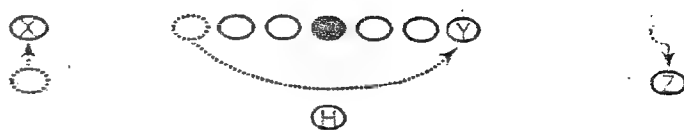


SHIFTS AND MOTIONS

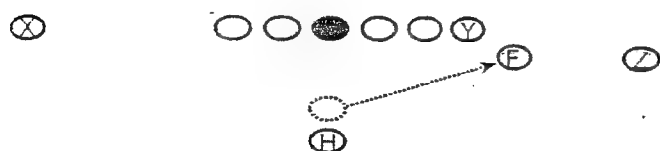
1 Y SHIFT



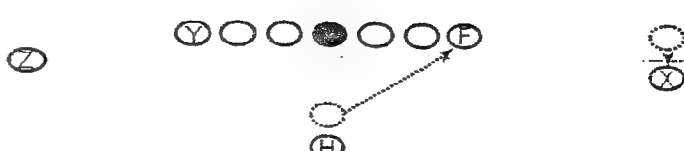
Y SHIFT 0



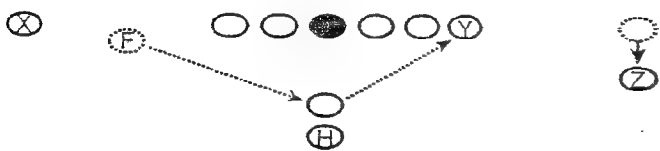
FIT 0 FLOOD



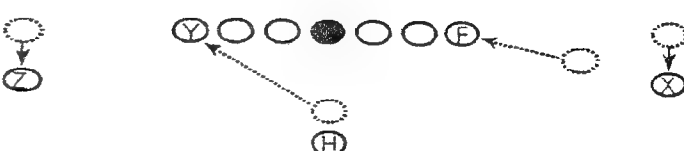
FIT 1 ON



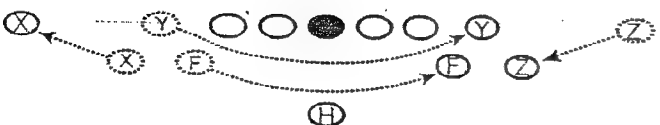
STEM 0



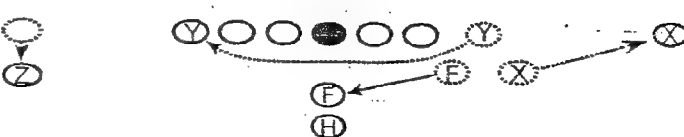
STEM 1 ON



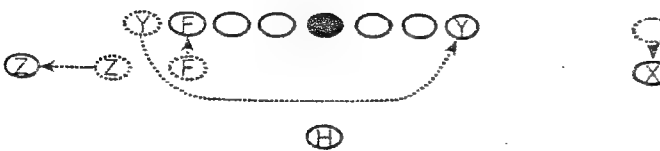
EXPLODE 0 BUNCH



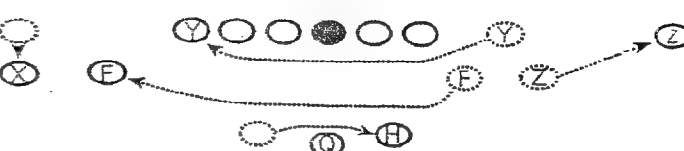
EXPLODE 1



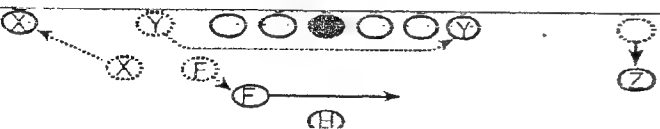
ZELDA 0 ON



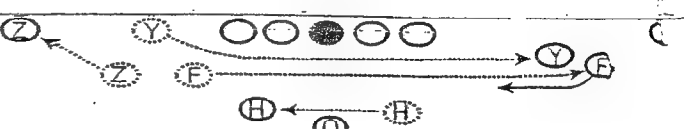
ZELDA TRIPS LT



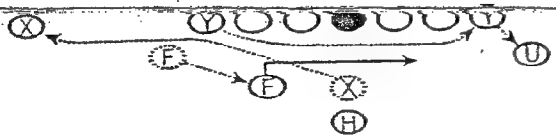
EXPLODE 0 WEAK F MOTION



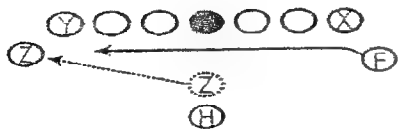
ZELDA FLOOD RT F FLY



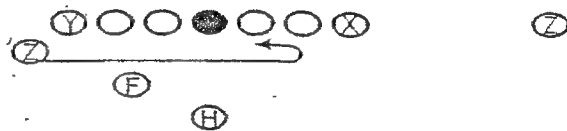
BOOM 0 WK CLOSE F MOTION (2 TITES)



LOAD 1 UP T CL F MOTION (GL PERS.)



1 STG T CL Z SPIN (GL PERS.)



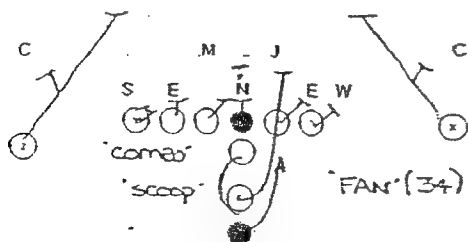
SLANT / (RIDE) 34 BASE

2

34

S/S

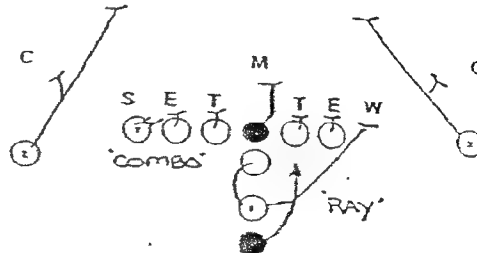
F/S



43

S/S

F/S

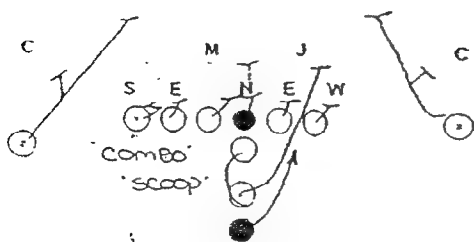


QB ACTION: Reverse 1/2 step off mid-line - Get ball to ball carrier deep - Set for pass - Don't let hands drag

34 UNDER

S/S

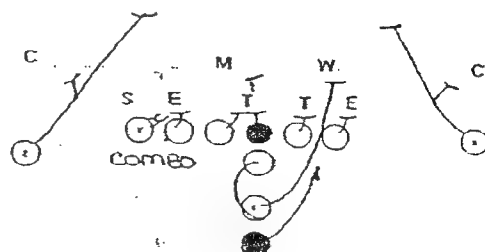
F/S



43 UNDER

S/S

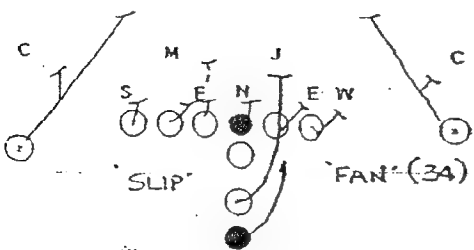
F/S



34 OVSTK

S/S

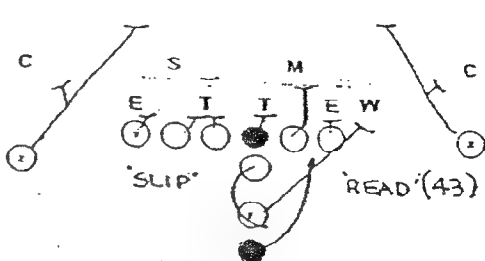
F/S



43 OVSTK

S/S

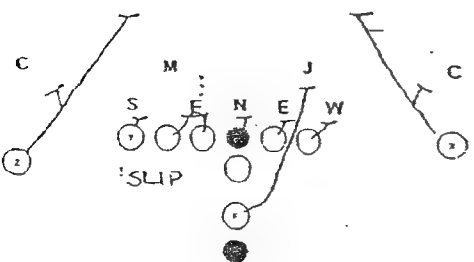
F/S



34 DBLRED

S/S

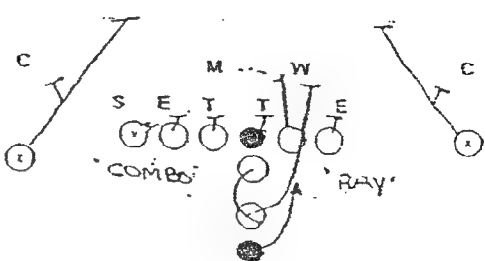
F/S



43 OVERST

S/S

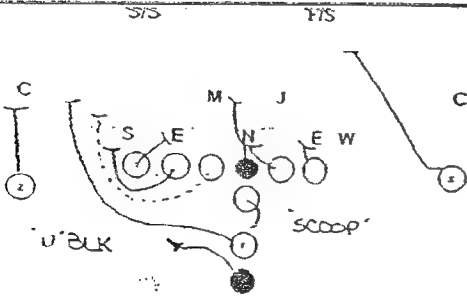
F/S



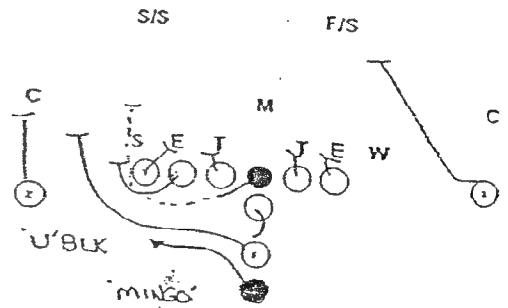
SLANT/(TOSS) 39 BOSS

4

34

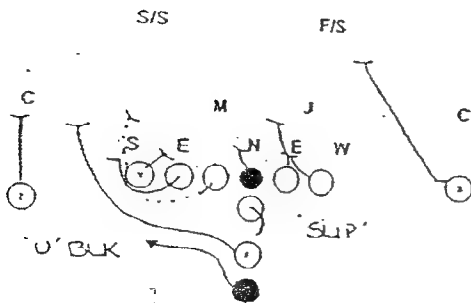


43

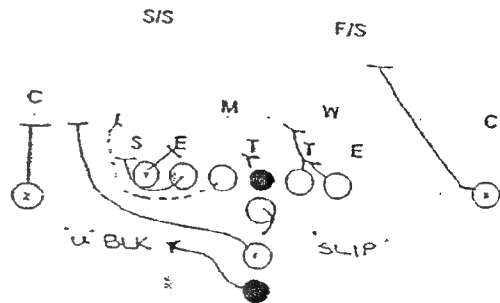


QB ACTION: Reverse pivot one step off mid-line - Get ball deep to ball carrier - Set-up for pass - Do not let hands drag

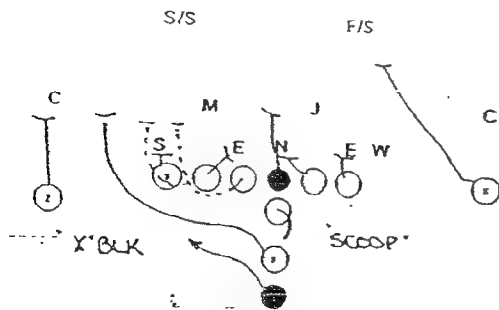
34 UNDER



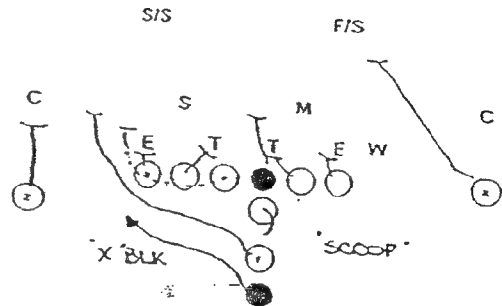
43 UNDER



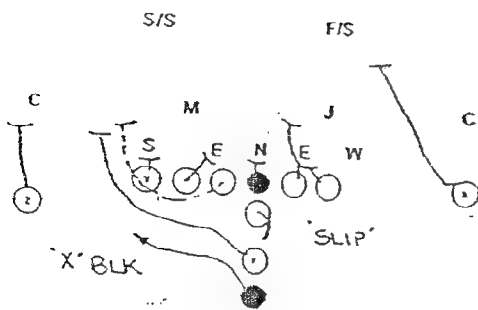
34 OVSTK



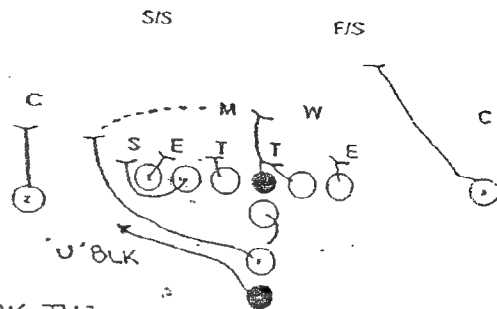
43 OVSTK



34 DBLRED



43 OVERST

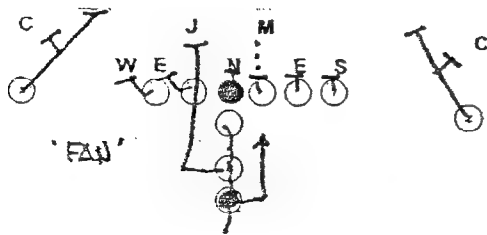


H 45 BASE

34

F/S

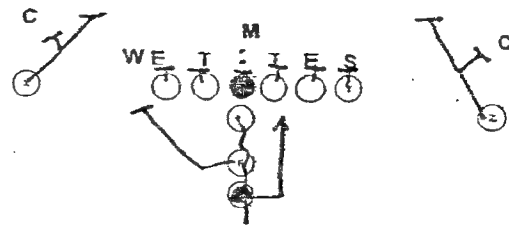
S/S



43

F/S

S/S

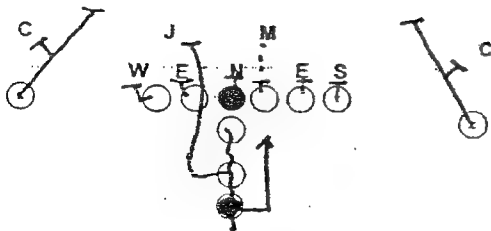


- H B Slide step away from the hole. Get ball from QB-Do not wait.
- F B Block Will linebacker vs 43 front. Block Jack linebacker vs 34 front.
- Y Qk set-block EMOLOS where ever he rushes, CP: tackle bubble-alert possible 'switch' call.
- X Block 4/5 hole force.
- Z Block 4/5 hole force.

34
UNDER

F/S

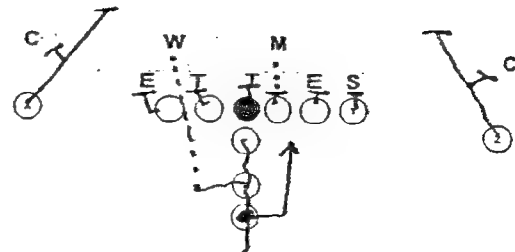
S/S



43 UNDER

F/S

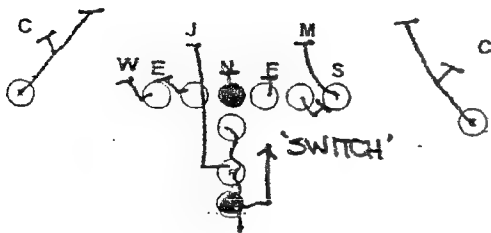
S/S



34 OVSTK

F/S

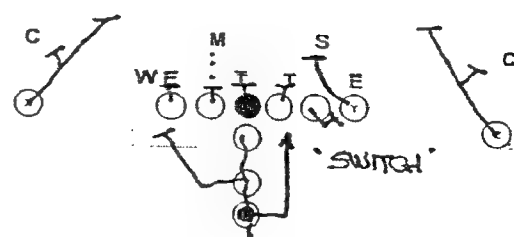
S/S



43 OVSTK

F/S

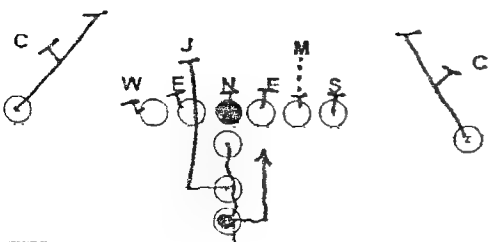
S/S



34 DBLRED

F/S

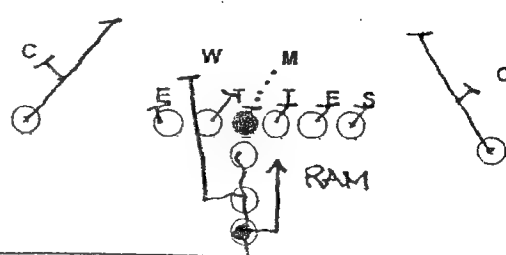
S/S



43 OVERST

F/S

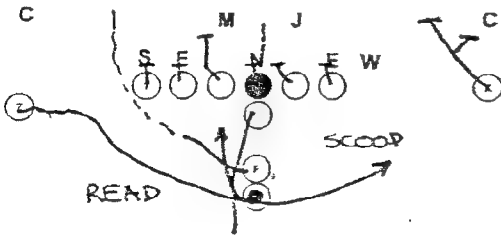
S/S



RIDE 35 SAM

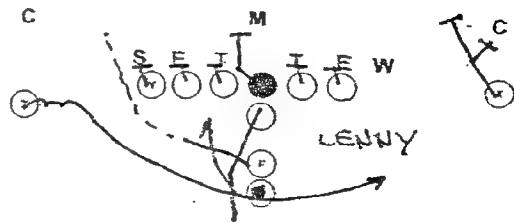
34

S/S F/S



43

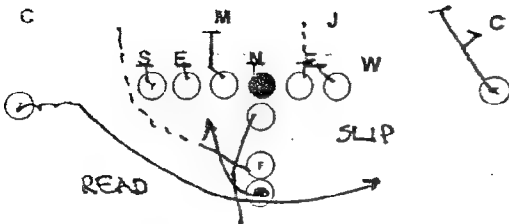
S/S F/S



QB ACTION: Open 1/2 step off mid-line. Get ball deep to ball carrier. Fake reverse-set up for pass.

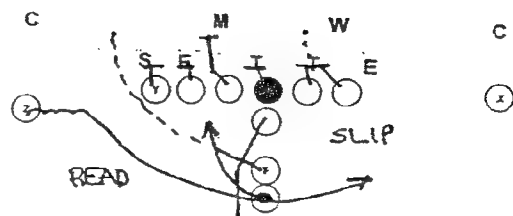
34 UNDER

S/S F/S



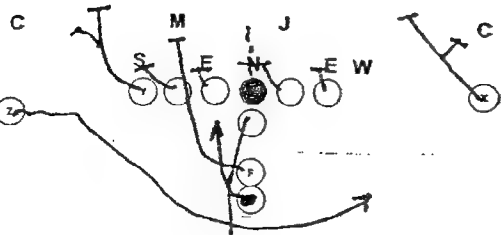
43 UNDER

S/S F/S



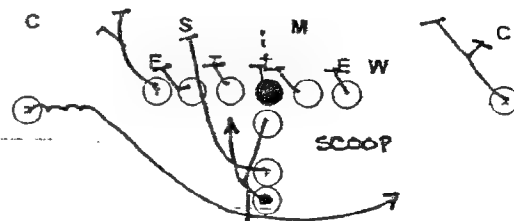
34 OVSTK

S/S F/S



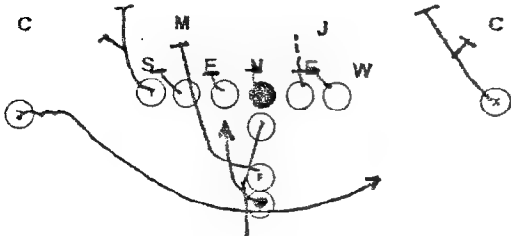
43 OVSTK

S/S F/S



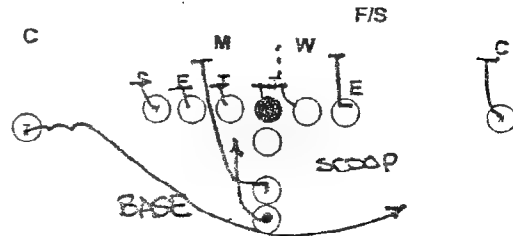
34 DBLRED

S/S F/S



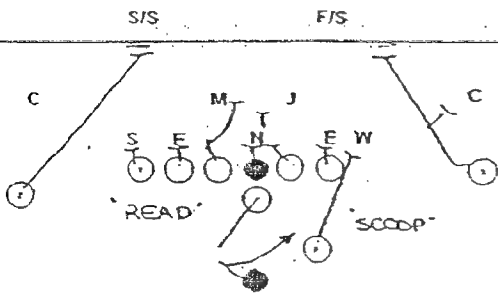
43 OVERST

S/S F/S

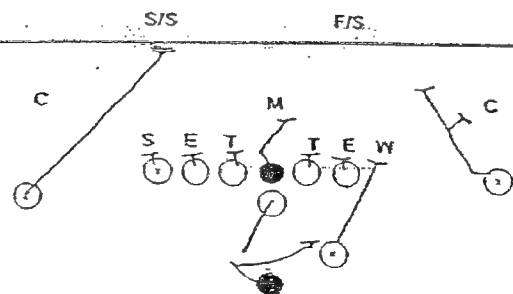


RIDE 35 SUCKER

34

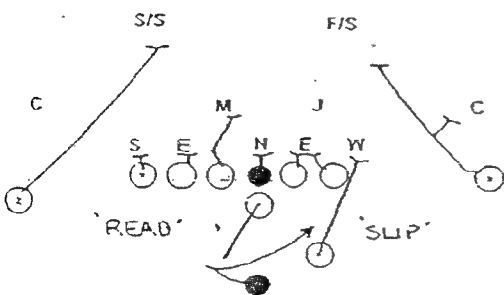


43

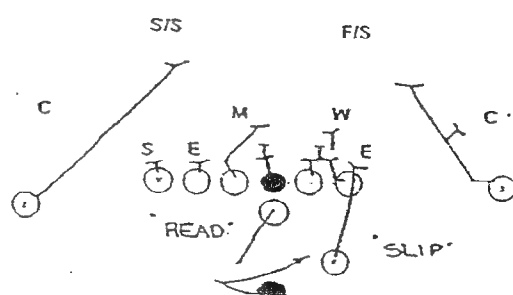


QB ACTION: Open 1/2 step off mid-line - Get ball to ball carrier deep - Set-up for pass - Don't let hands drag
CP: Over ball handling

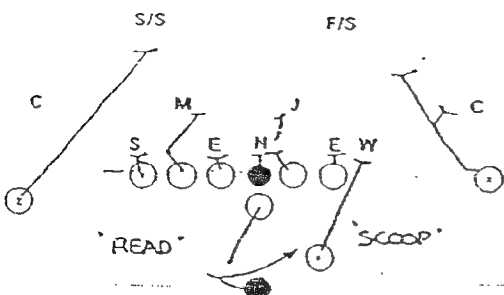
34 UNDER



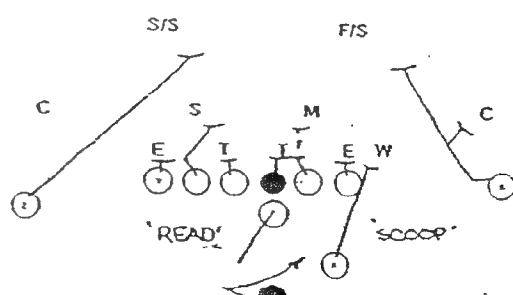
43 UNDER



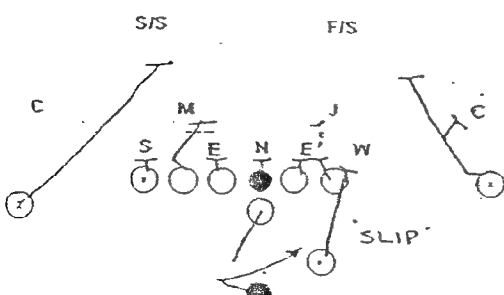
34 OVSTK



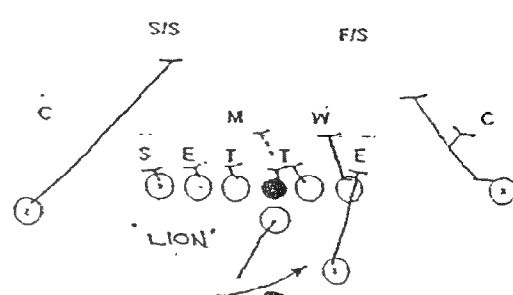
43 OVSTK



34 DBLRED



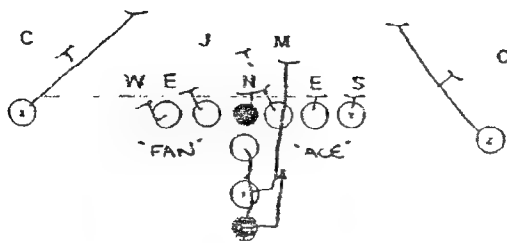
43 OVERST



34

F/S

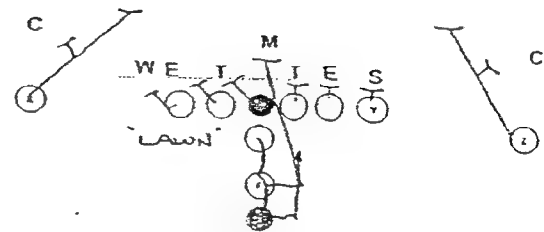
S/S



43

F/S

S/S



HB: Slide one step to callside - Get ball from QB - Do not wait

FB: Slide to callside - Block Mike linebacker

Y: Quick set - Block EMLOS wherever he rushes, CP: Tackle bubble - Alert for possible Switch call

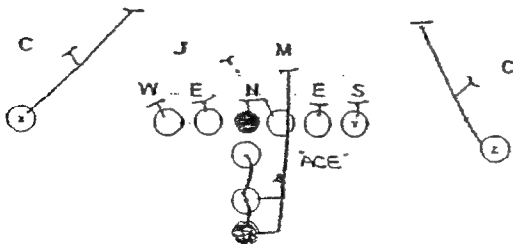
X: Block 4/5 hole force

Z: Block 4/5 hole force

34 UNDER

F/S

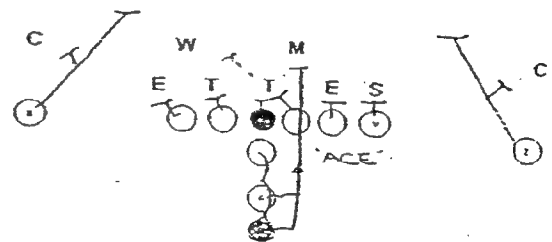
S/S



43 UNDER

F/S

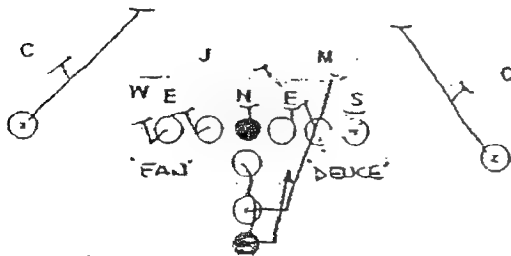
S/S



34 OYSTK

F/S

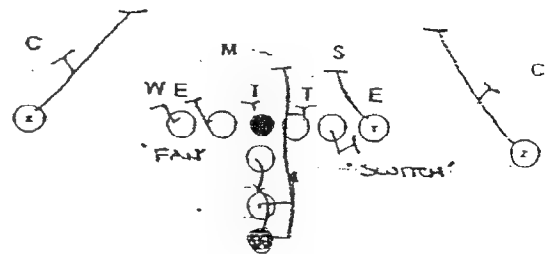
S/S



43 OVSTK

F/S

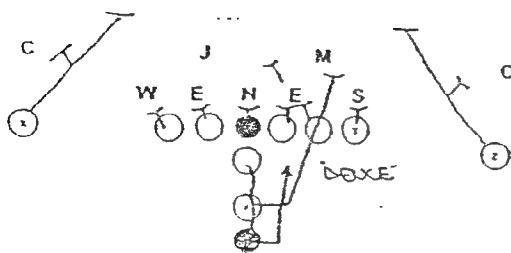
S/S



34 DBLRED

F/S

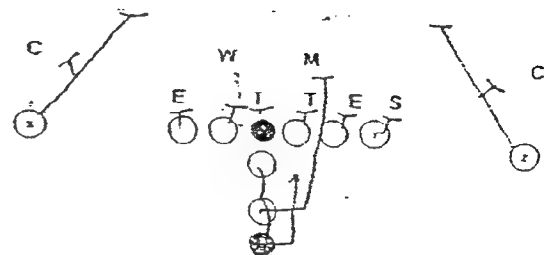
S/S



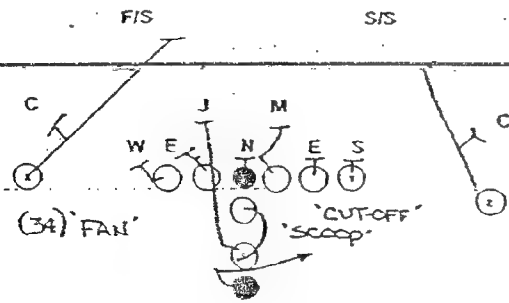
43 OVERST

F/S

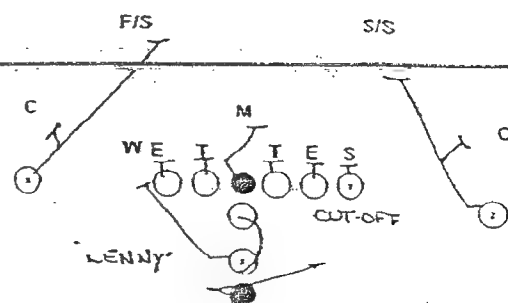
S/S



34



43



HB: Start at hole - Counter over top of QB

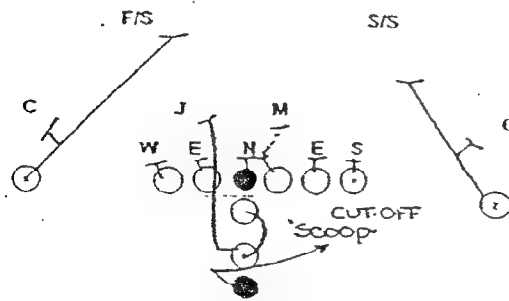
FB: Block Will linebacker vs. 43 front, Block Jack linebacker vs. 34 front

Y: Base drive

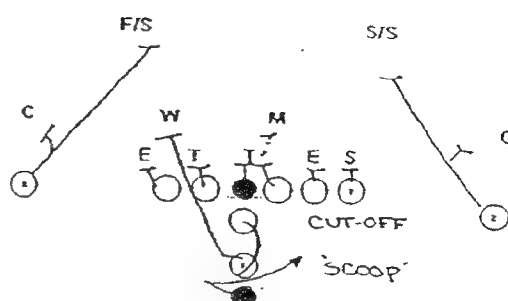
X: Block 4/5 hole force

Z: Block 4/5 hole force

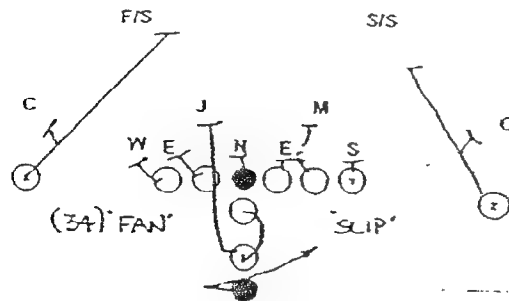
34 UNDER



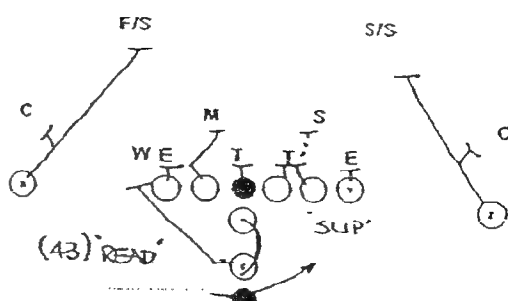
43 UNDER



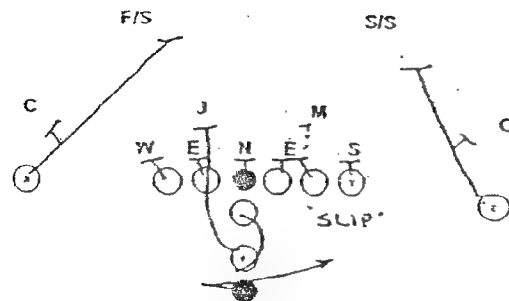
34 OVSTK



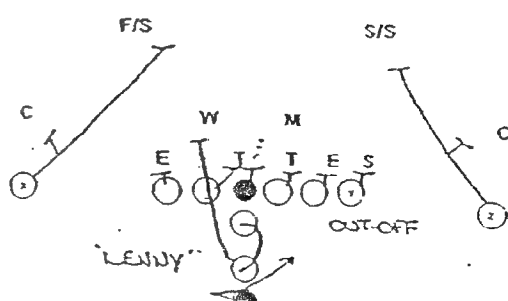
43 OVSTK



34 DBLRED

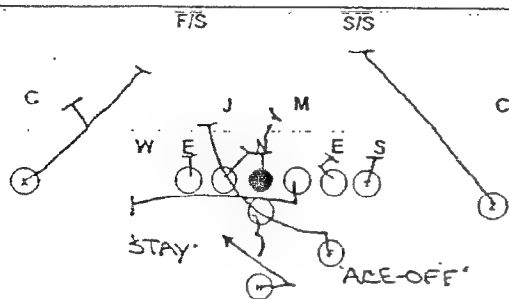


43 OVERST

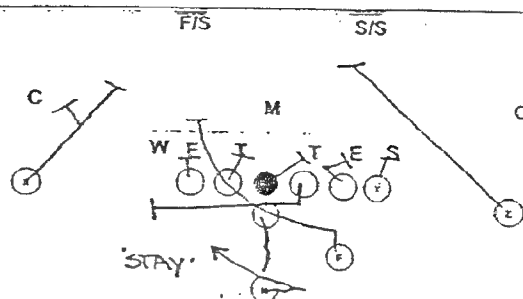


CTR 35 STAY

34



43



HB: Counter step - Read inside-out

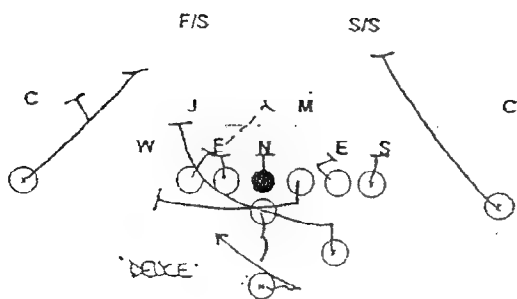
F: Step-up - Read Guard's block - Lead inside or outside for first man in hole

Y: Bubble cutoff

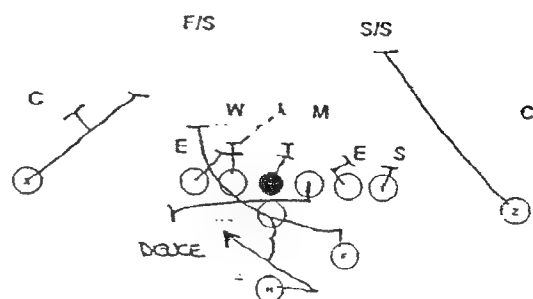
X: Block 4/5 hole force

Z: Block 4/5 hole force

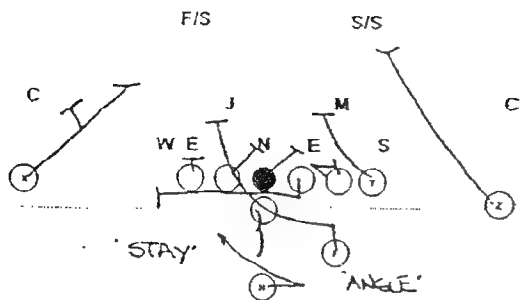
34 UNDER



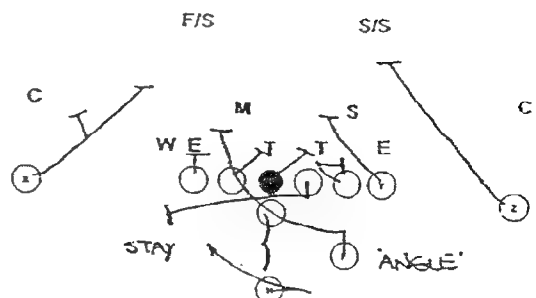
43 UNDER



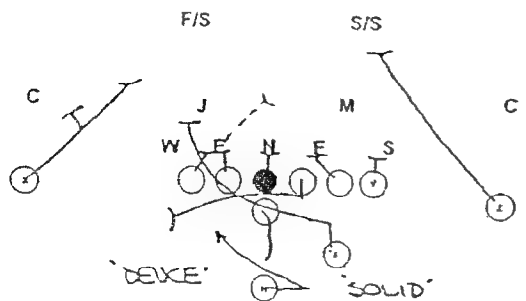
34 OVSTK



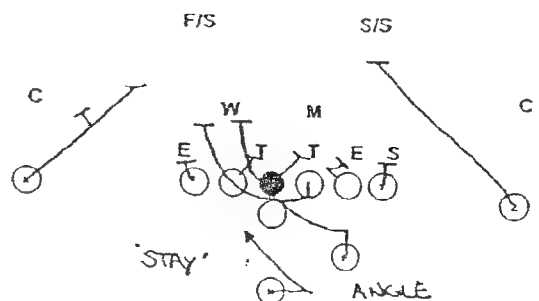
43 OVSTK



34 DBLRED



43 OVERST

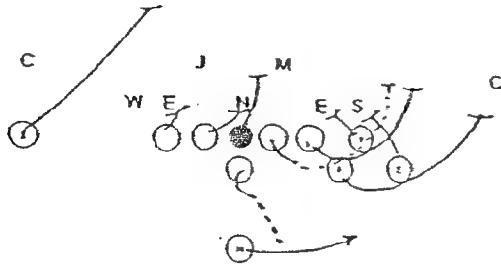


TOSS 38 TRUCK

14

F/S

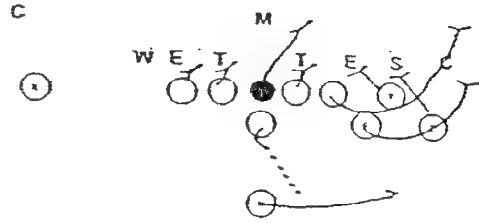
S/S



43

F/S

S/S



HE: Start flat - Under control - Stretch defense

FB: Block first defender outside - in

Y: Block down on first defender inside - Alert Tackle bubble, block man over, possible chip from "Z"

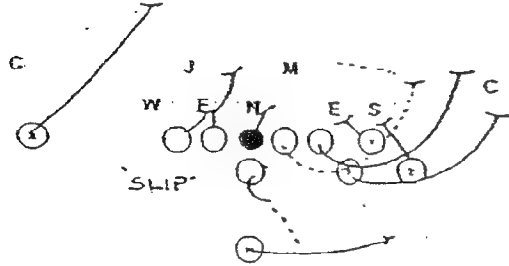
X: Block deep 1/3 defender

Z: Block first defender aligned head-up to inside on or off ball, CP: Alert to chip with "Y" vs. Tackle bubble

34 UNDER

F/S

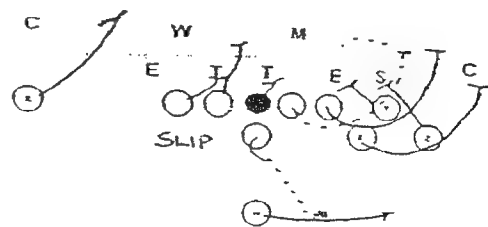
S/S



43 UNDER

F/S

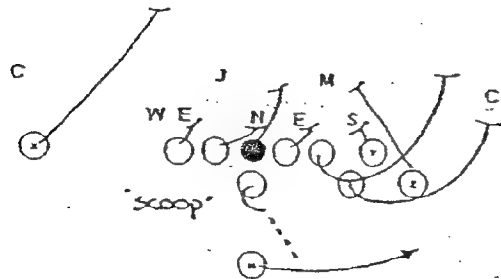
S/S



34 OVSTK

F/S

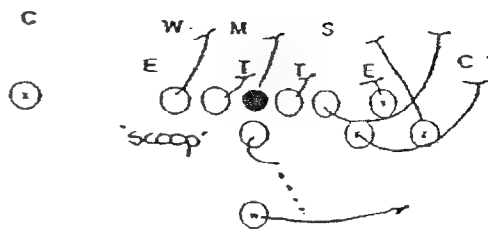
S/S



43 OVSTK

F/S

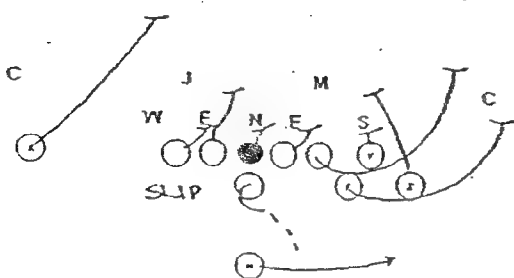
S/S



34 DBLRED

F/S

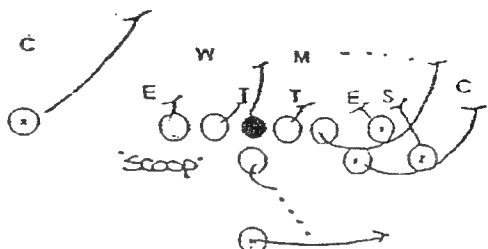
S/S



43 OVERST

F/S

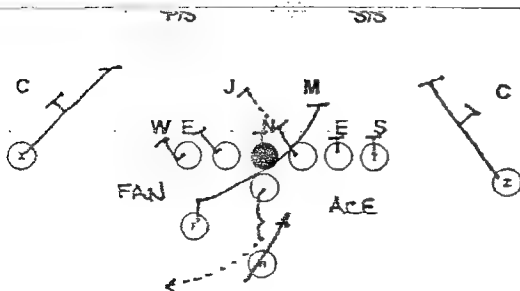
S/S



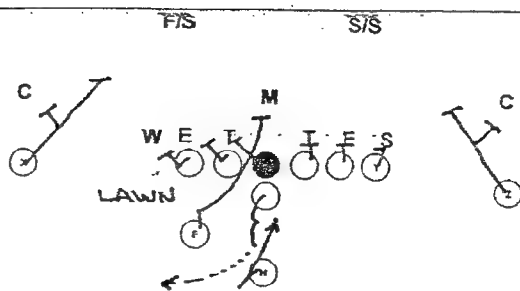
TKL - BLOCK THE LOOK

JAB 32 BUBBLE

34

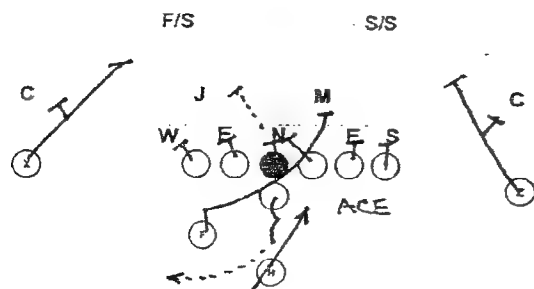


43

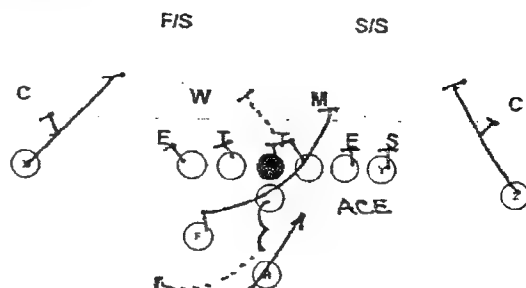


- HB: Ctr step away from hole. Take ball over the top of QB.
 FB: Step up with outside foot. Go under QB-Block 1st stacked defender callside.
 Y: Base drive man over.
 X: Block 4/5 hole force.
 Z: Block 4/5 hole force.

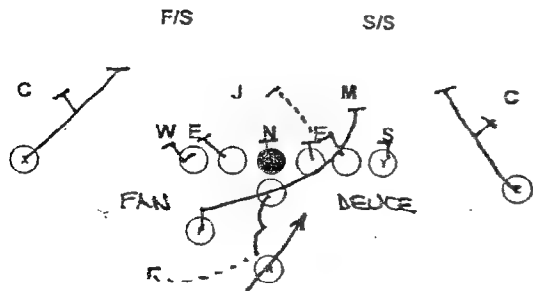
34 UNDER



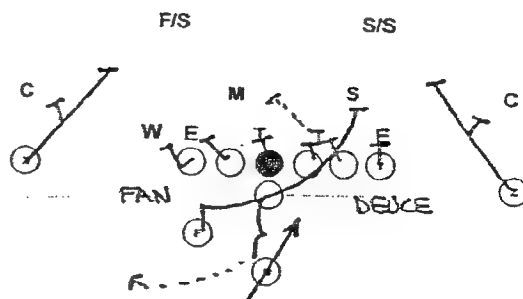
43 UNDER



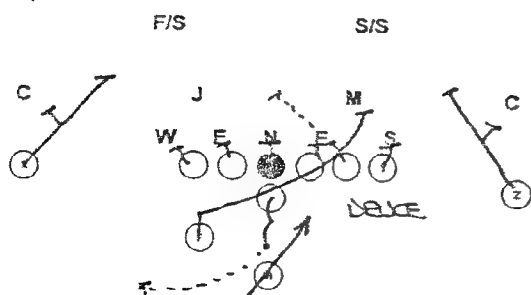
34 OVSTK



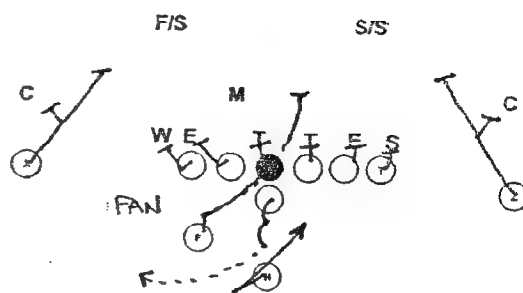
43 OVSTK



34 DBLRED

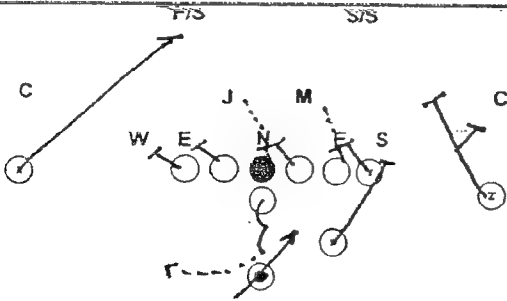


43 OVERST

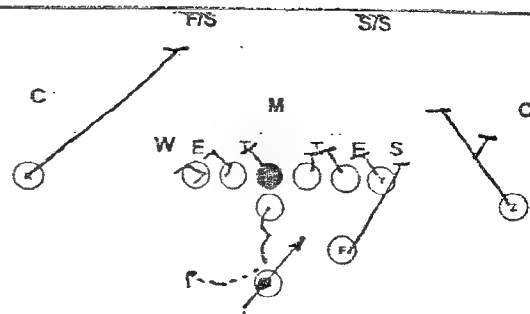


JAB 36

34



43



HB: Ctr step away from hole. Take ball over the top.

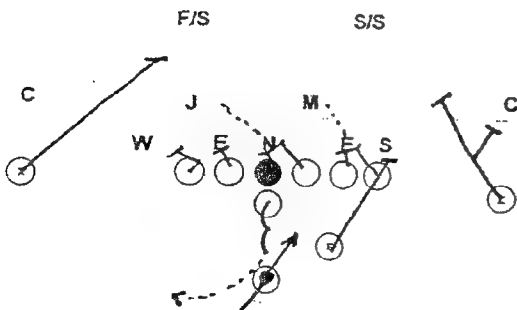
FB: Block Sam LBer.

Y: Trey block (possible Down). Alert Tackle bubble-Block DE. CP: Alert 7 technique.

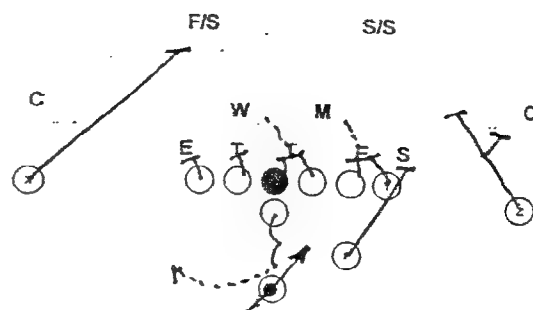
X: Block deep 1/3 defender.

Z: Block 4/5 hole force.

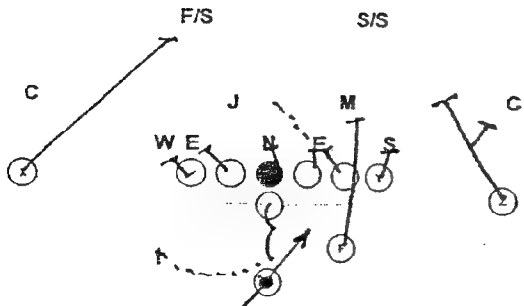
34 UNDER



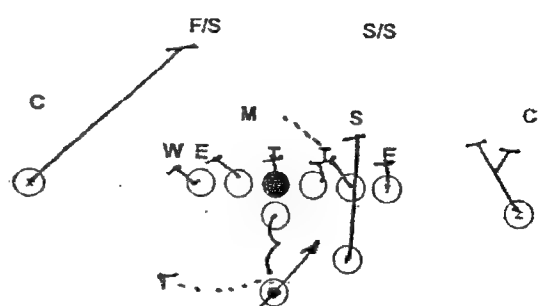
43 UNDER



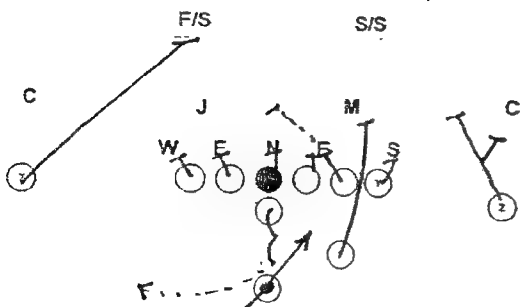
34 OVSTK



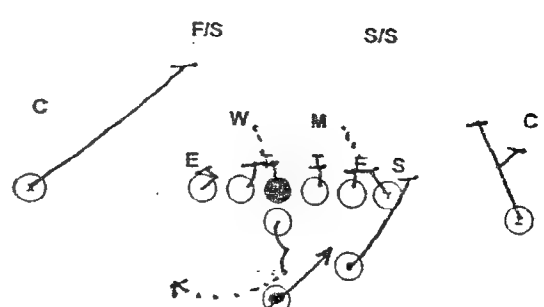
43 OVSTK



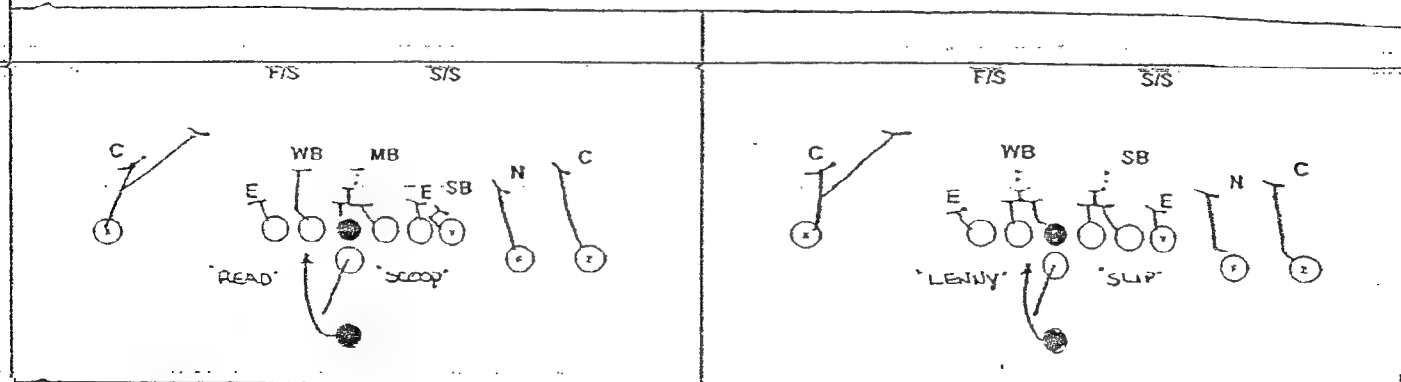
34 DBLRED



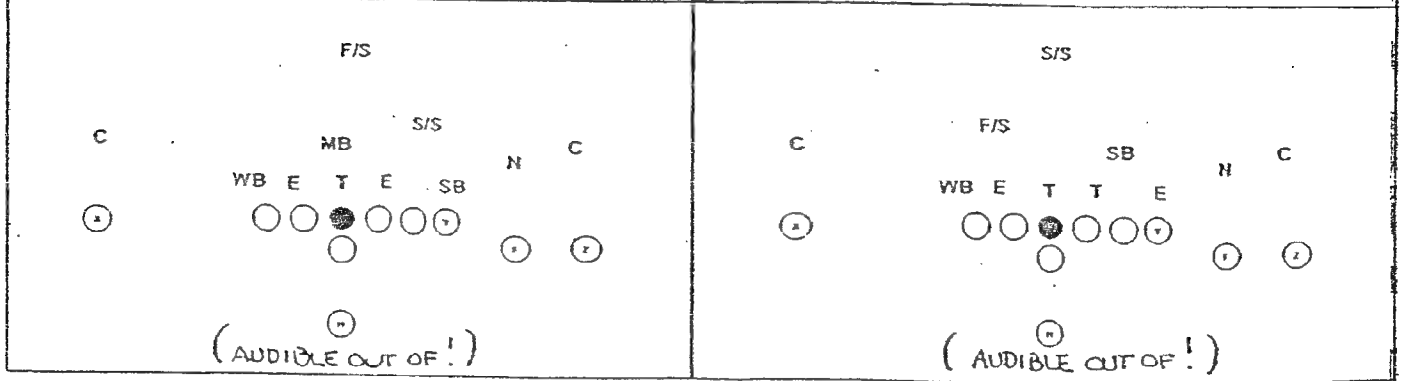
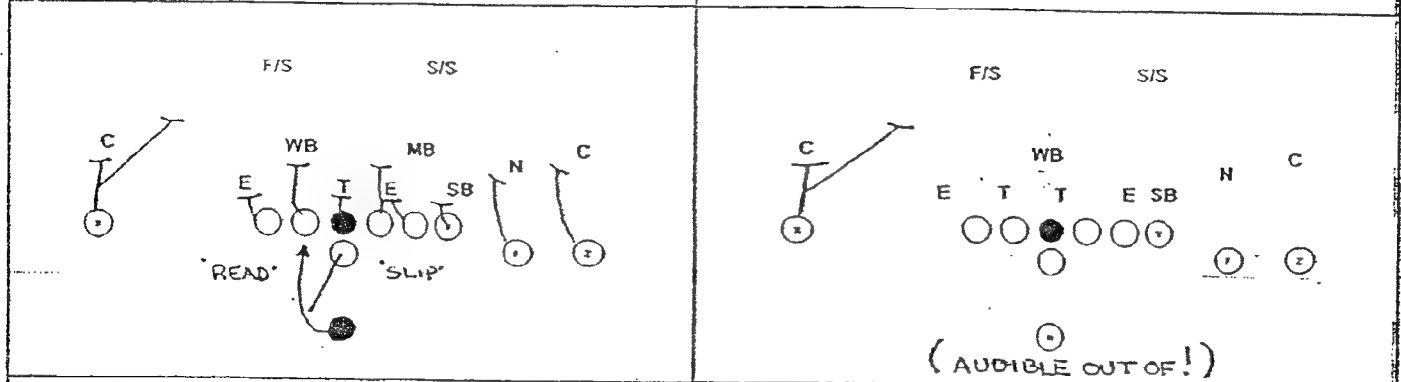
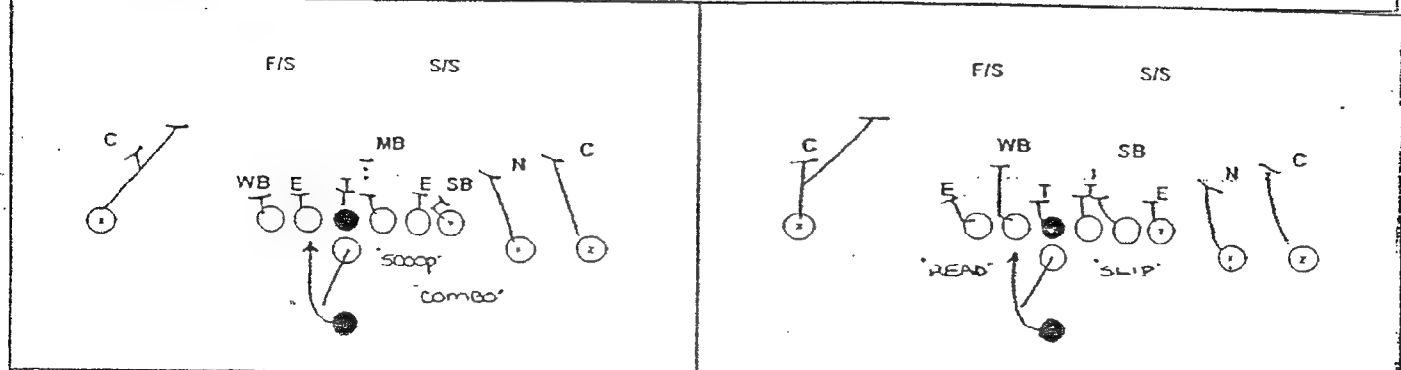
43 OVERST



(PKG) RIDE 33 WEAK



HE: Lead cross over step- Roll over Guard/Tackle gap
F= Block man over
Y= Cutoff/Combo- Alert Buzz
X= 4/5 hole force
Z= Man over



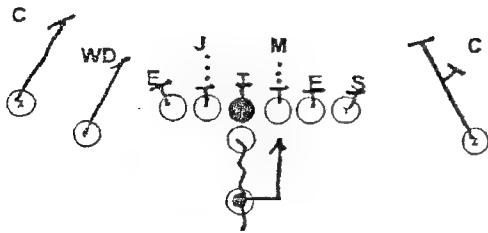
(AUDIBLE OUT OF!)

(AUDIBLE OUT OF!)

(AUDIBLE OUT OF!)

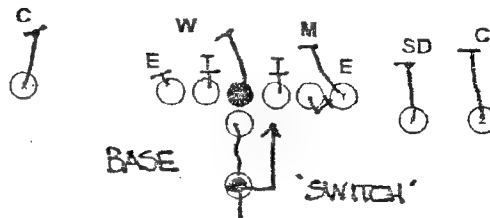
NKL33

F/S S/S



NKL42

F/S S/S



HB

Slide to callside-Get the ball from the QB-Do not wait.

F

Callside-block man over (alert crack). Backside-block deep 1/3 defender.

Y

Qk set-Block EMOLOS wherever he rushes. CP: Tackle bubble-Alert possible "Switch" call.

X

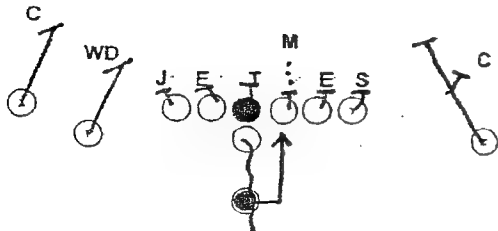
Block man over.

Z

Block 4/5 hole-force. CP: F to the call-block man over (alert double crack).

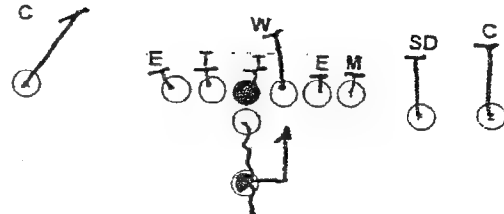
NKL33UND

F/S S/S



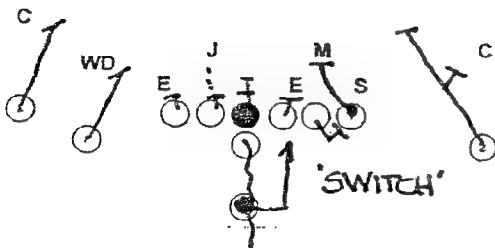
NKL42UND

F/S S/S



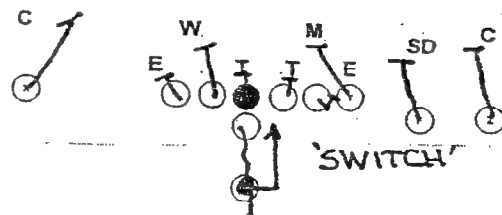
NKL33OV

F/S S/S



NKL42OV

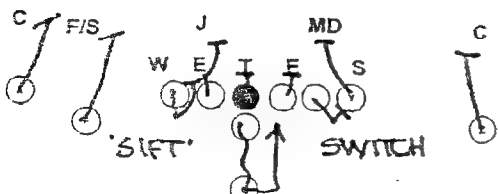
F/S S/S



NKL52

(CHECK OUT OF)

S/S

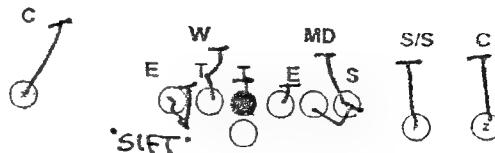


CP - IF QB LETS IT GO - BST SIFT.

NKL51UND

(CHECK OUT OF)

F/S

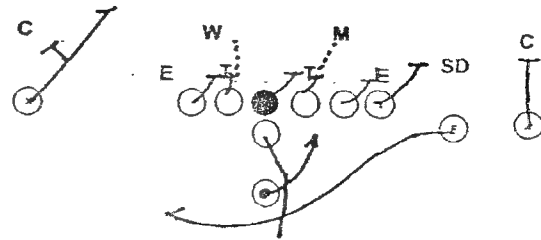
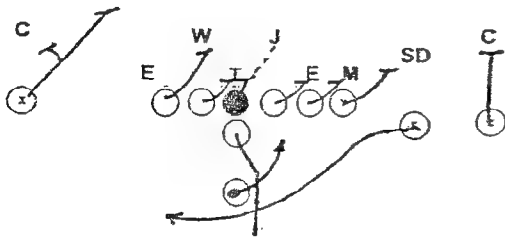


CP - IF QB LETS IT GO - BST SIFT.

RIDE 32 STRONG

NKL 33

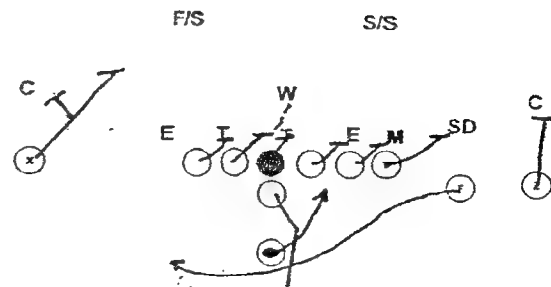
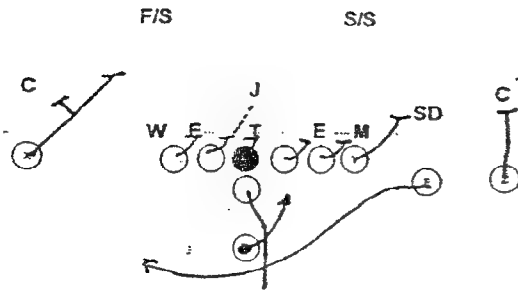
NKL 42



- B: Lead cross over step. Roll over Guard/Tackle gap.
- F: Short motion fake the reverse.
- Y: Release (2 high) Base/Read (1 high) for Sam defender.
- X: Block 4/5 hole force.
- Z: Block man over.

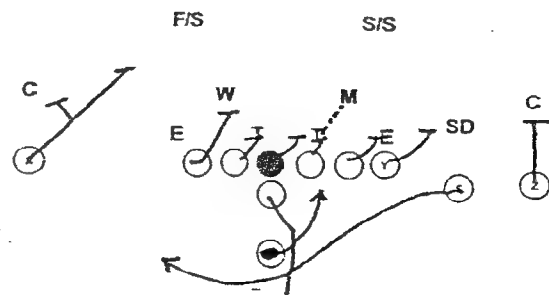
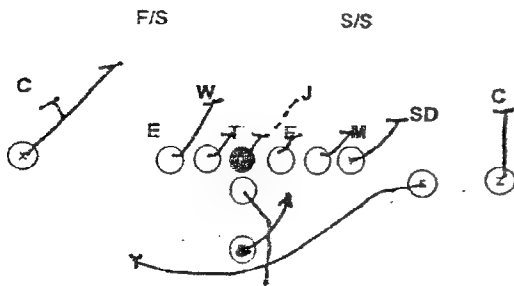
NKL 33 UND

NKL 42 UND



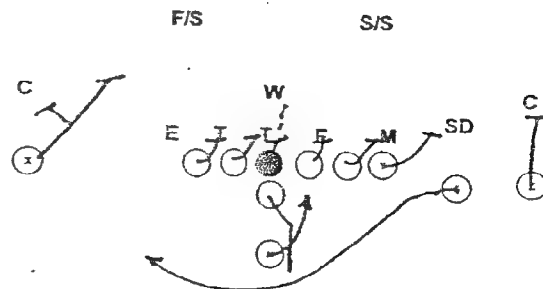
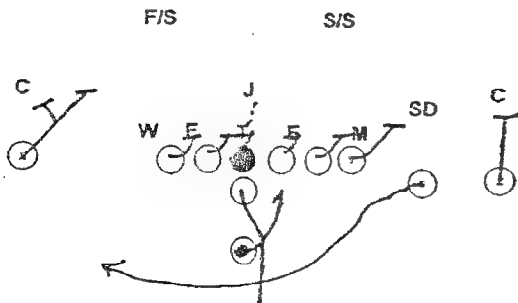
NKL 33 OV

NKL 42 OV



NKL 51

NKL 51 UND

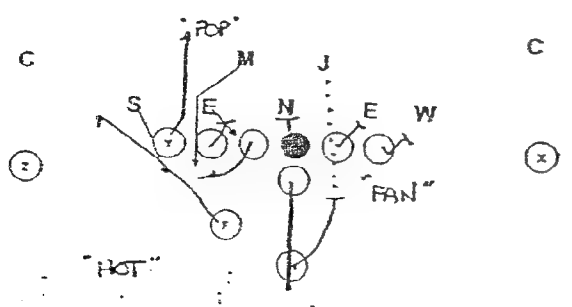


63 PROTECTION

3

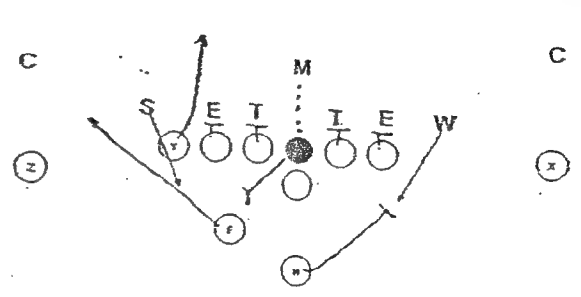
34

S/S F/S



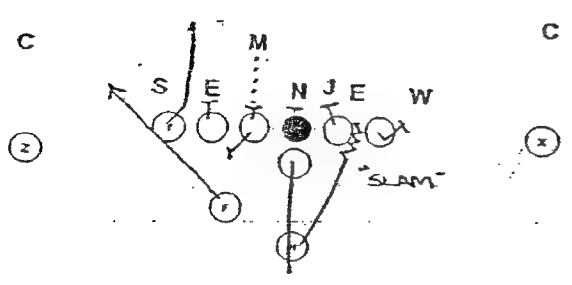
43

S/S F/S



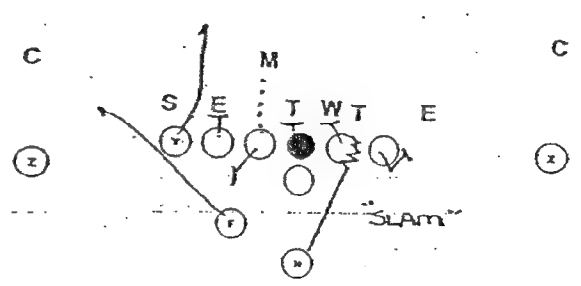
34 UNDER J-A

S/S F/S



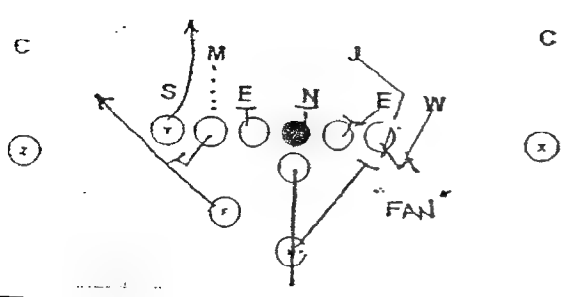
43 UNDER W-A

S/S F/S



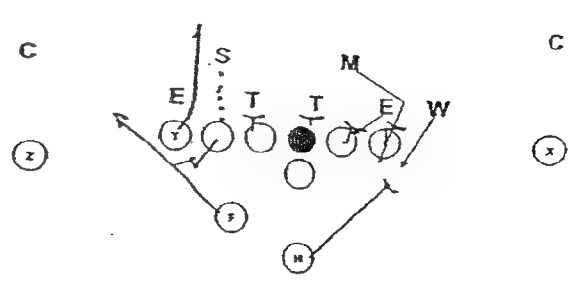
34 OVSTK W-C

S/S F/S



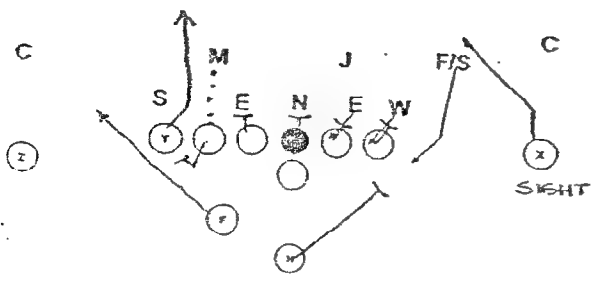
43 OVSTK W-C

S/S F/S



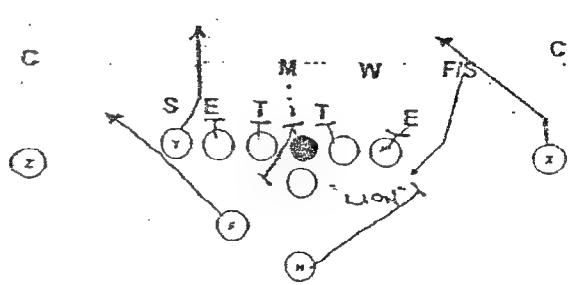
34 DBL REDUCED S+D/W-C

S/S



43 OVER W-HIP FS-C

S/S



62/63 PROTECTION

F/S

S/S

C

J

M

S

W

E

N

E

S

X

Z

H

F

F/S

S/S

C

M

S

W

E

T

T

E

S

X

Z

H

F

62/63 Protection-is a hot read callside. Uncovered lineman from the center out callside will dual read inside out. It takes 2 of 3 defenders strong-Mike/Sam/SS. If Mike defender is weakside it only takes 1-Sam/SS. X will sight adjust FS blitz weak. QB/Y/F handle hot read callside.

FS blitz weak-X sight adjust. Two strong-Y Pop or FB route.

QB

HB

Block 1st dogger or blitzer away from the call. Possible "SLAM" with BSG.

B

Run route. Alert HOT.

X

Run route. Sight adjust FS blitz weakside.

Z

Run route

Y

Run route. Alert HOT.

OST-

Covered/block man over-Uncovered/block next rusher to the outside. Uncovered and the OC/OSG covered/you have the dual read 1-2. "Ram"/"Lion" call takes you off the dual read. OC/OSG will handle it.

OSG-

Covered block man over-Uncovered dual read. If #1 dogs away from your dual read, zone it off with the OC. Possible "RAM" or "LION" depending on the alignment of the MIKE LBer.

OC-

Covered/block man over. Uncovered dual read 1-2. If #1 dogs away from your dual read, zone it off with BSG. Possible "RAM" or "LION" depending on the alignment of the MIKE LBer.

BSG-

Covered/block man over. Uncovered/block MIKE LBer. Zone everything. Possible "RAM" or "LION" depending on the alignment of the MIKE LBer. "FAN" vs 34 defense.

BST-

Block the rusher on to outside you. "FAN" vs 34 defense.

74/(75) PROTECTION

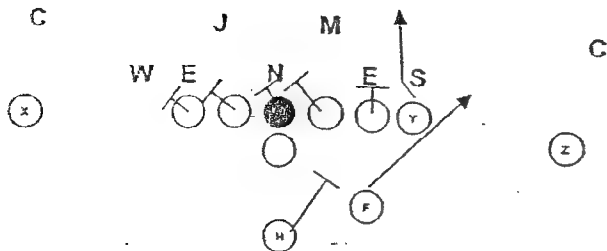
6

3A

43

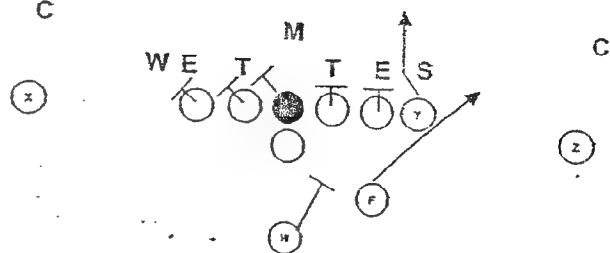
F/S

S/S



F/S

S/S



74/75 Protection is a hot read callside. HB will dual read the callside from inside out. The offensive line will turn away from the call. Possible game plan adjustment-X may have to sight adjust FS blitz/4 weak. QB/Y/FB/Z will handle the hot read.

QB Game plan adjustment-X may have to sight adjust FS blitz/4 weak. Two strong-Y Pop/FB route/Z route.

HB Dual read callside from inside out. Possible "SLAM" with OSG if #1 threatens 'A' gap.

FB Run Route. Alert HOT. 74/75 QK- Possible "SLAM" with OST if #1 threatens 'B' gap.

X Run route. Game plan adjustment-X may have to sight adjust FS blitz/4 weak.

Z Run route. Alert HOT

Y Run route. Alert HOT.

OST Block DE. Follow the DE. 74/75 QK- Possible "SLAM" #1 threatens 'B' gap.

OSG Covered/block man over. Uncovered/block down. If DE slides down OST is following him-still turn.

OG Covered/OSG covered/block man over. Covered/OSG uncovered/turn away from call/OSG is coming down. Uncovered/turn away from the call.

BSG Covered/block the 'B' gap/line is turning to you. Alert for a 'BASE' call/No turn protection-example is Big Diamond. Uncovered/block the 'B' gap-hold off for the center if no immediate threat.

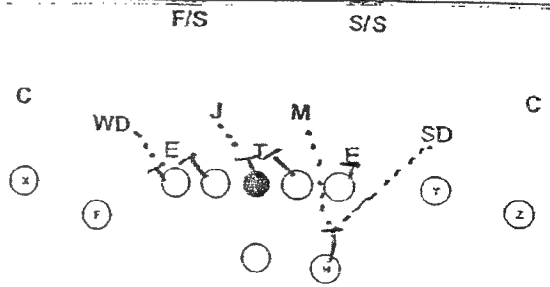
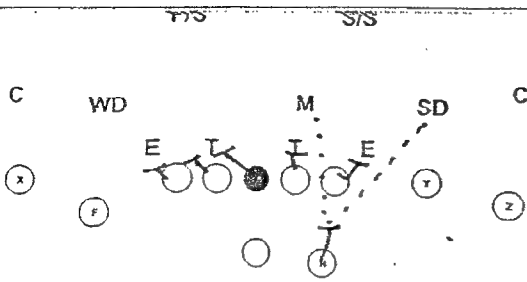
BST EMOLOS

74/75 SUB PROTECTION

10

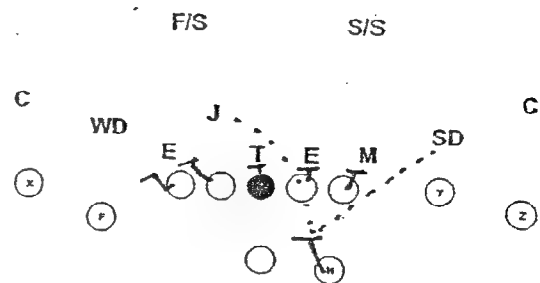
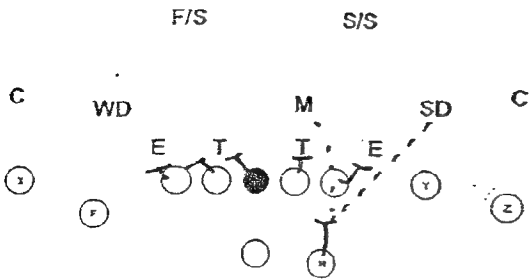
D42

D33



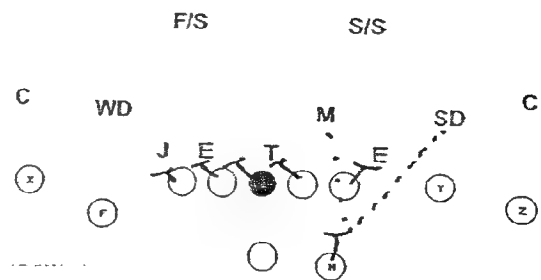
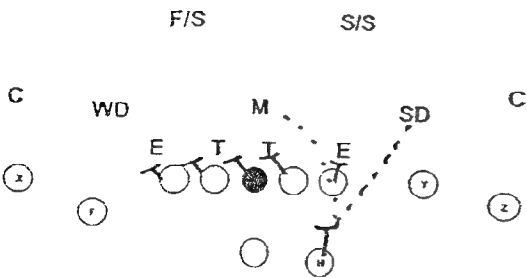
D42OV

D33OV



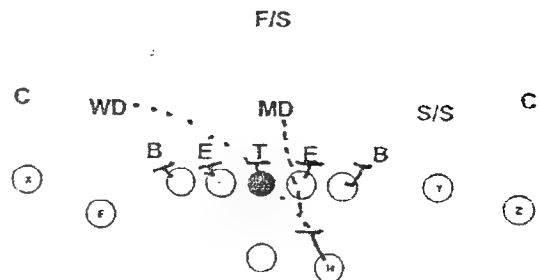
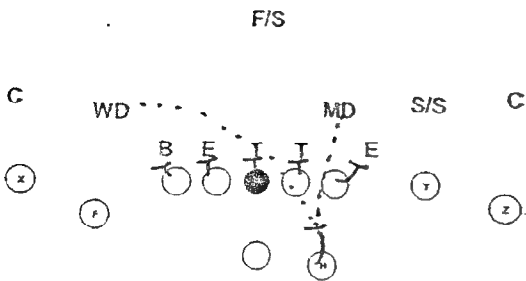
D42UND

D33UND



D51OVER

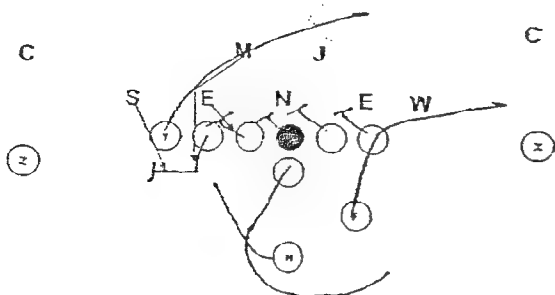
D51



34

S/S

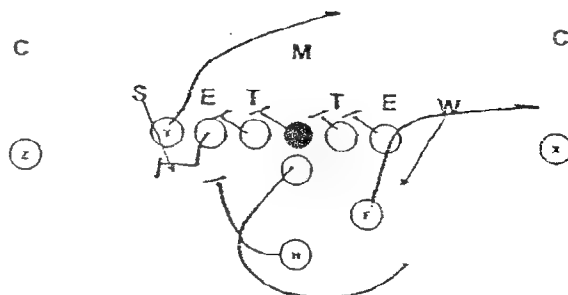
F/S



43

S/S

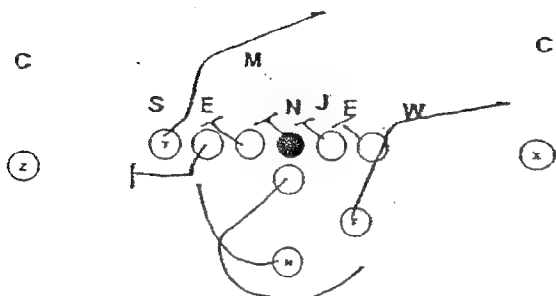
F/S



34 UNDER J-A

S/S

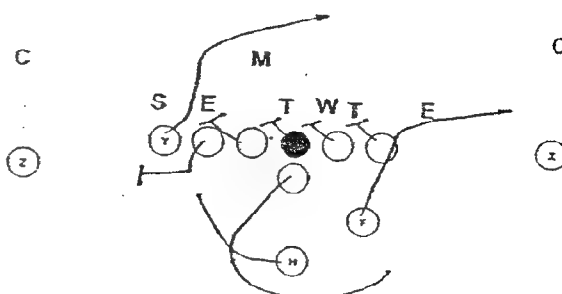
F/S



43 UNDER W-A

S/S

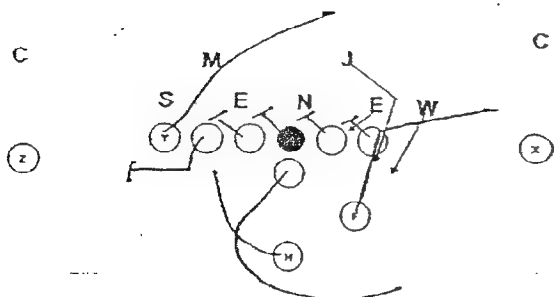
F/S



34 OVSTK W-C

S/S

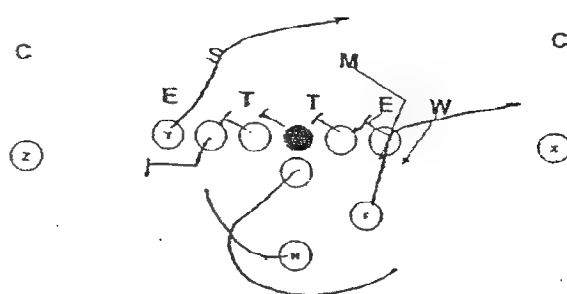
F/S



43 OVSTK W-C

S/S

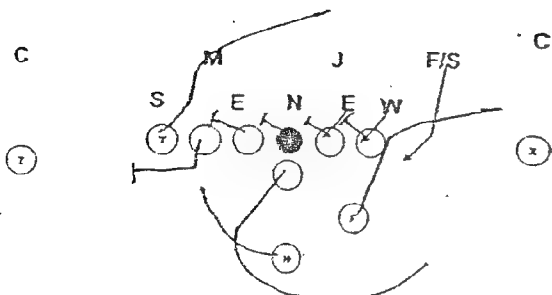
F/S



34 DBL REDUCED S+D/W-C

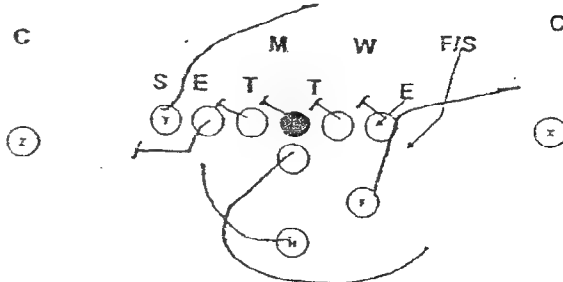
S/S

F/S

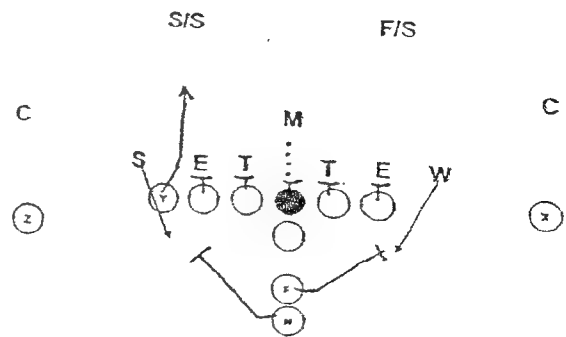


43 OVER W-HIP

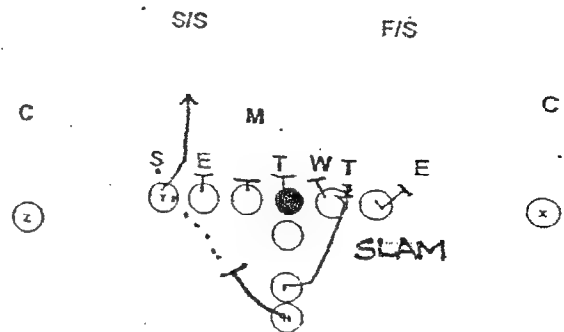
S/S



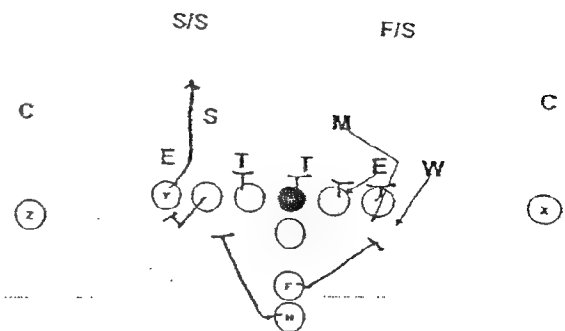
43



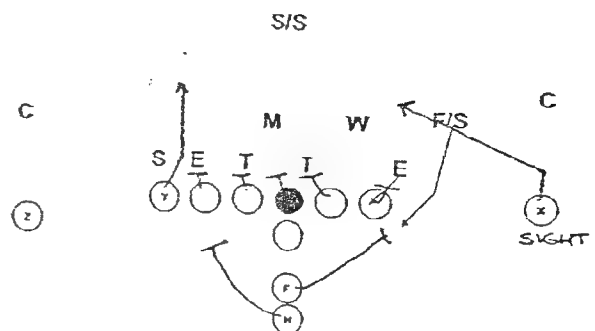
43 UNDER W-A



43 OVSTK W-C

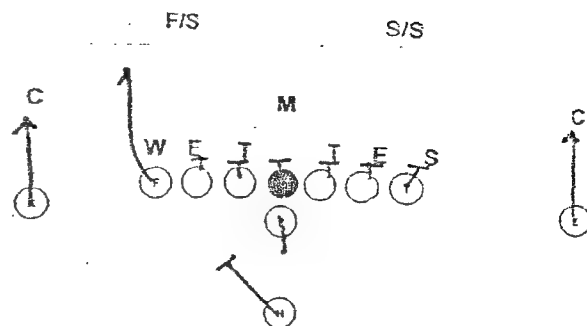
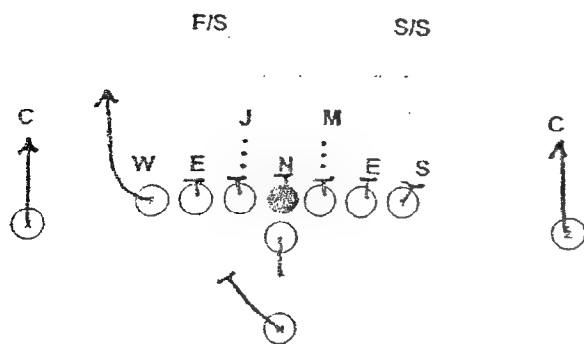


43 OVER W-HIP FS-C.



90(91)

PROTECTION



90/91 Protection-is a quick 7 man base protection. E has a free release. HB will block the Will LBer. TE/OST will handle the Sam LBer. Beat the FS and SS blitz with the ball.

QB No sights/No hots.

HB Block the Will defender.

F Free release.

X Run route.

Z Run route.

Y Man over-area protect-late check stop

OST Area protect with TE. You 2 have Sam and DE.

OSG Man over-uncovered locate Mike.

OC Man over-uncovered locate Mike.

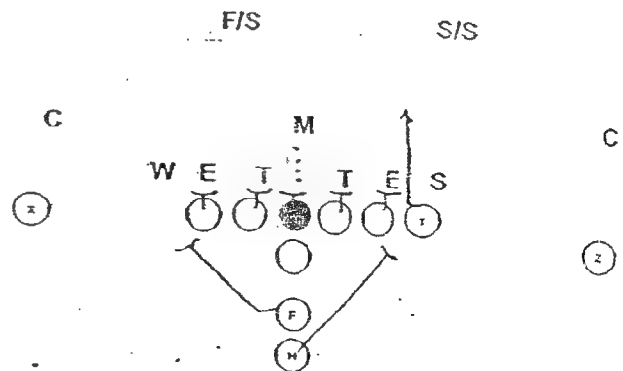
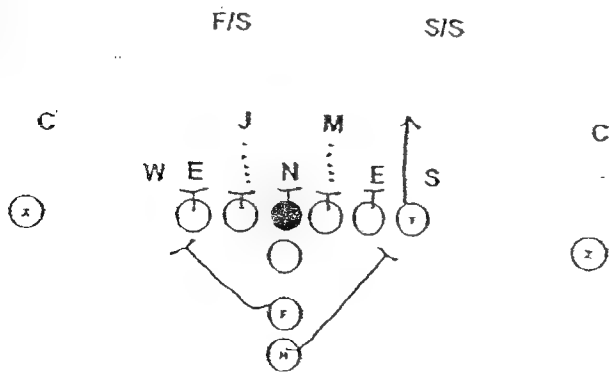
BSG Man over-uncovered locate Jack or Mike.

BST Block DE-if DE reduces block next known rusher outside.

21

34

43



93/93 Protection-is an aggressive quick drop back 7 man protection. The handle the outside 1 Bers. If DE reduces 5...

QB No sight-No hot.

HB Sam LBer-If DE reduces down block stacked LBer.

FB Will LBer-II DE reduces down block stacked LBer.

X Run the route

Z Run route.

Y Run route

OST Block the DE unless he reduces down then block the next known rusher to the outside.

OSG Block man over-uncovered block the Mike LBer.

Block man over-uncovered block the Mike LBer.

BSC Block man over-uncovered block the Mike LBer.

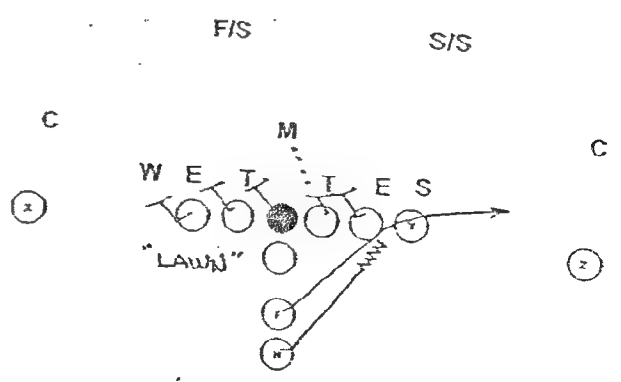
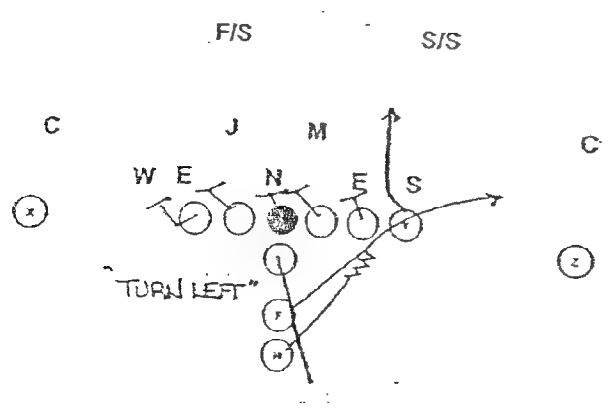
BST Block the DE unless he reduces down then block the next known rusher to the outside.

RIDE 136 (137) PACK PROTECTION

24

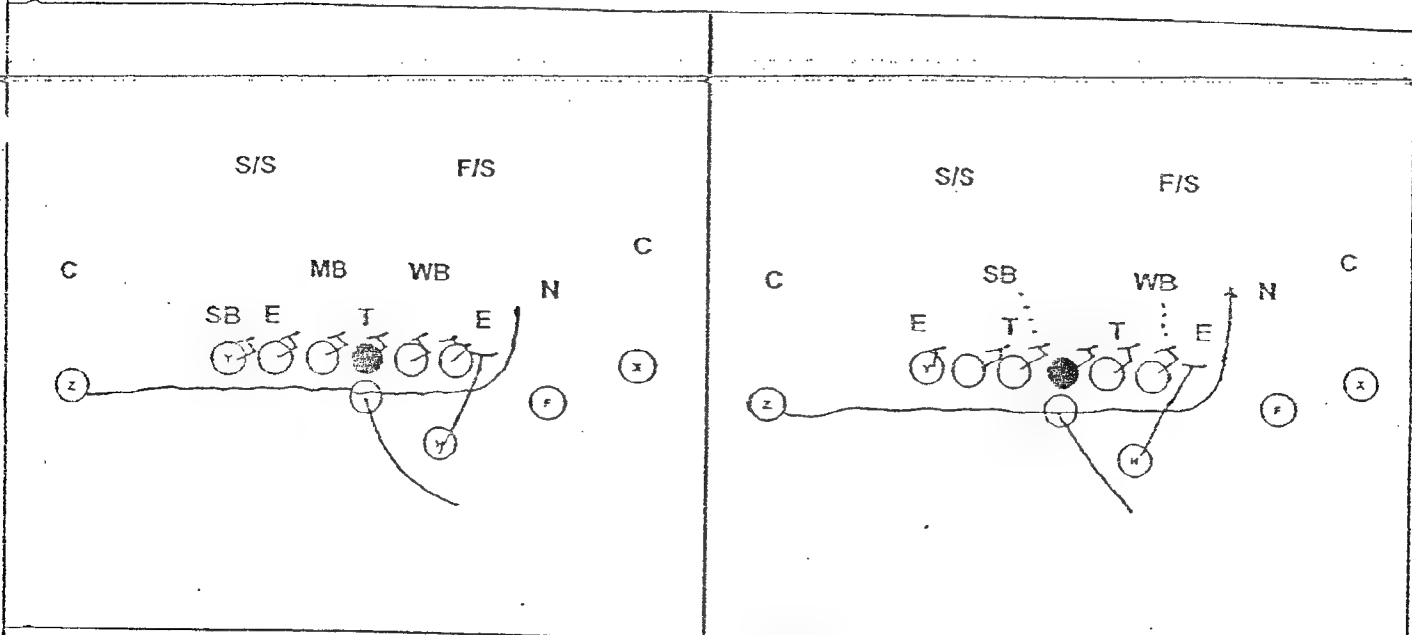
34

43



Ride 136/137 Pack Protection is an aggressive gap protection. All linemen aggressive block the gap away from call. Both backs fake to the call. FB free release tight off EMOLOS. HB cut the 1st defender from the callside tackle out.

- QB Open step-execute proper drop-let the backfield action handle the fake.
- HB Cut 1st defender from the callside tackle out
- FB Run the route
- X Run the route
- Z Run the route
- Y Run the route
- OST Aggressive-Turn away from the call. Gap step and hit the inside # if no immediate threat in your gap.
- OSG Aggressive-Turn away from the call. Gap step and hit the inside # if no immediate threat in your gap.
- OC Aggressive-Turn away from the call. Hold off if no immediate threat in your gap.
- BSG Aggressive-Turn away from the call. Hold off if no immediate threat in your gap.
- BST Aggressive-Turn away from the call. Hold off if no immediate threat in your gap.



Sprint 208 Protection is a sprint out protection. HB will block EMOLOS. OL will aggressively block outside gap. OST leave 1 defender on LOS. One step then step back inside.

- QB Sprint out. Run away from 4 weak.
- HB HB will block EMOLOS>
- F Run Route.
- X Run route.
- Z Run route.
- Y Callside Gap Protection.
- OST Callside Gap Protection. Leave 1 defender for the HB. Then step back inside.
- OSG Callside Gap Protection.
- OC Callside Gap Protection.
- BSG Callside Gap Protection.
- BST Callside Gap Protection.

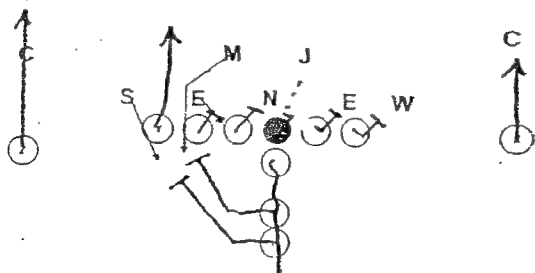
H 149 PROTECTION

50

34

S/S

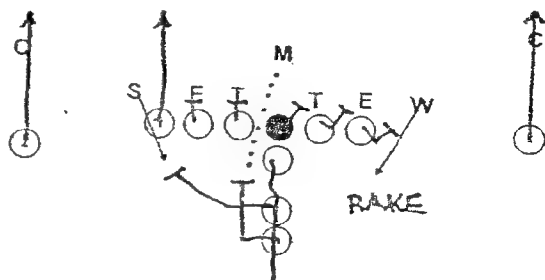
F/S



43

S/S

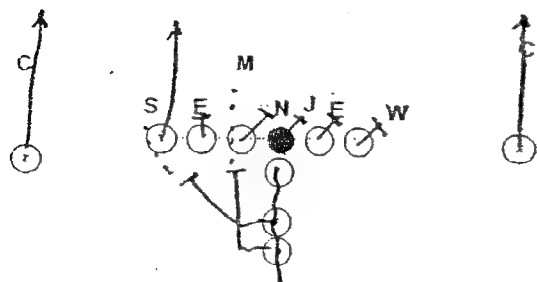
F/S



34 UNDER J-A

S/S

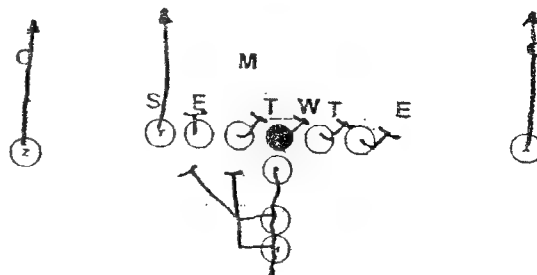
F/S



43 UNDER W-A

S/S

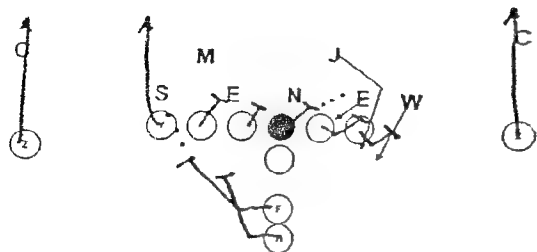
F/S



34 OVSTK W-C

S/S

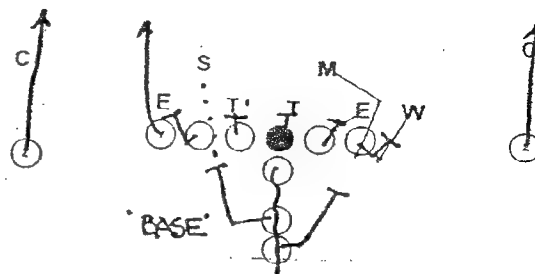
F/S



43 OVSTK W-C

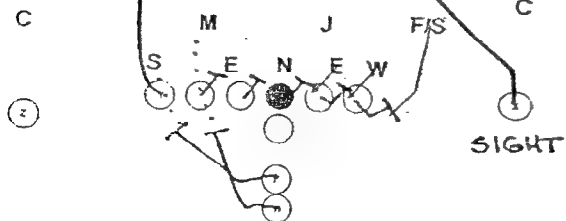
S/S

F/S



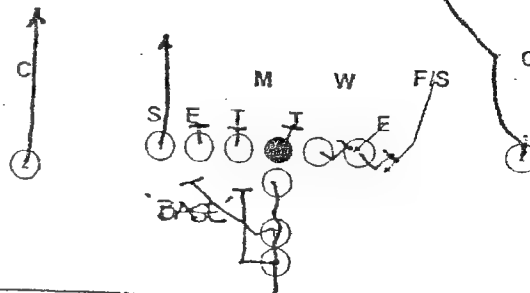
34 DBL REDUCED S+D/W-C

S/S



43 OVER W-HIP

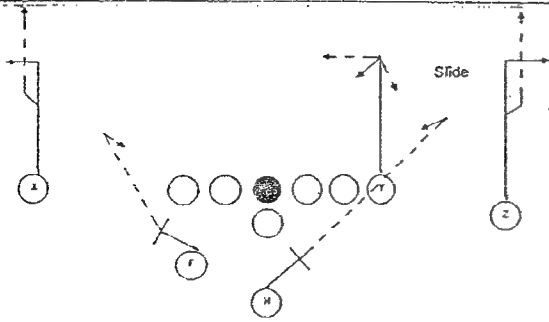
S/S



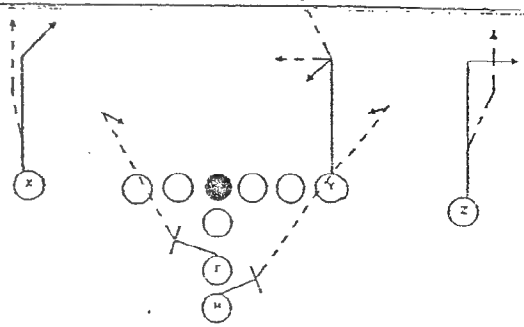
80/81-82/83 - 88/89 - SEMI VARIATIONS

12

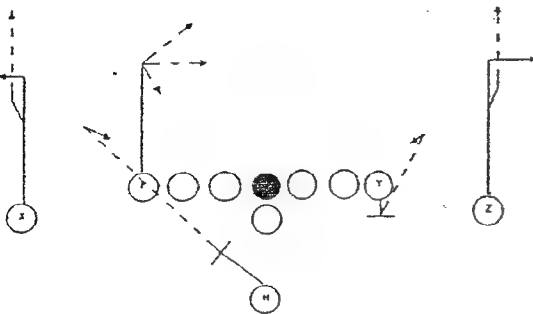
Off->82 - 0 WEAK 82 SEMI SLIDE



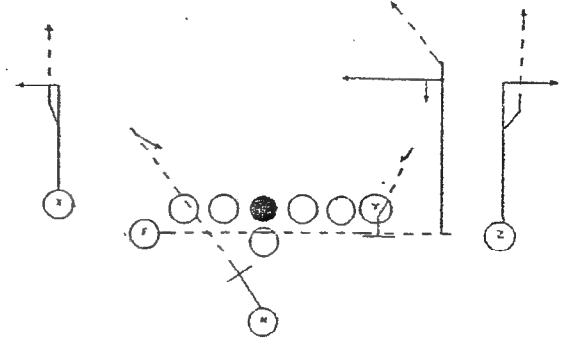
Off->82 - 0 82 SEMI X SKINNY



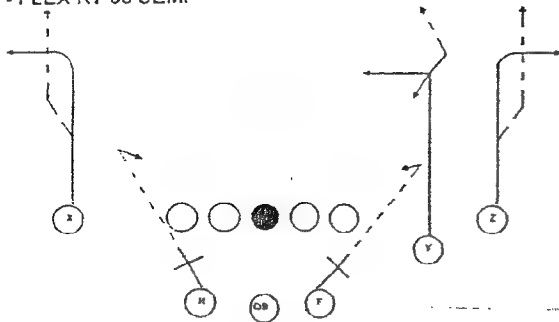
Off->80 - 0 ON 80 SEMI



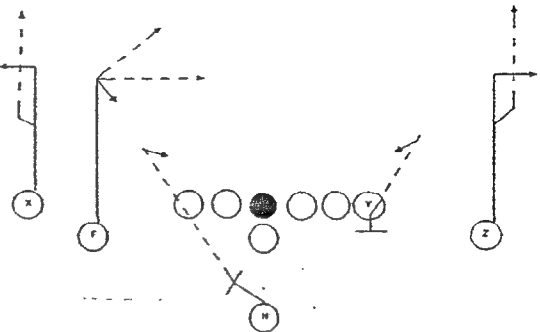
Off->80 - 0 ON FM 80 SEMI



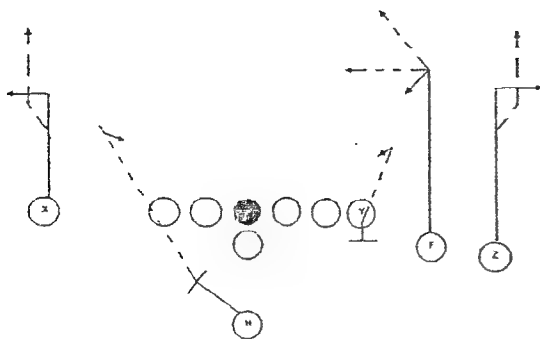
Off->88 - FLEX RT 88 SEMI



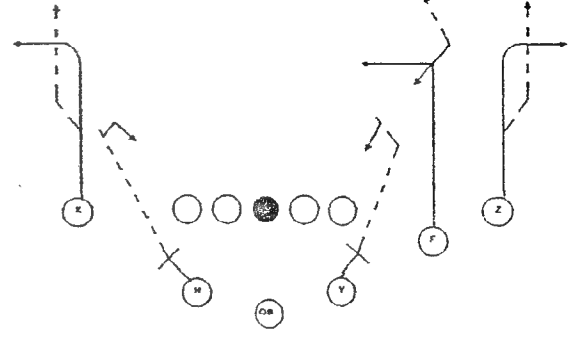
Off->80 - 0 HALF 80 SEMI



Off->80 - 0 TRIPS 80 SEMI

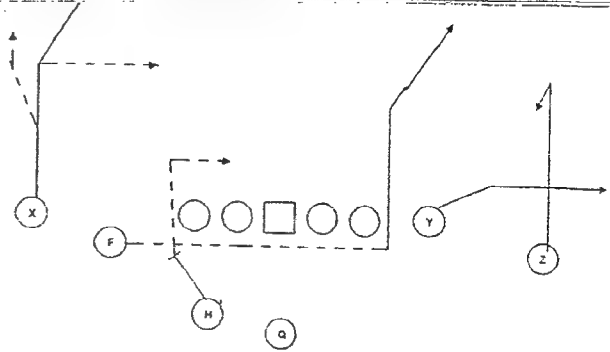
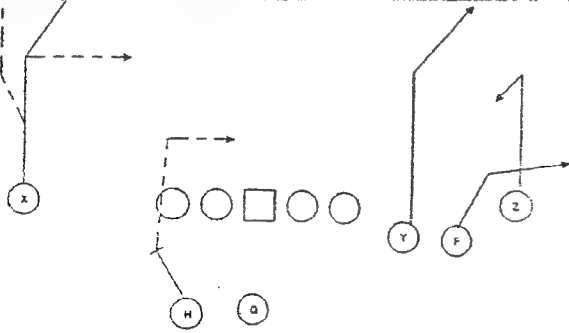


Off->88 - PRO RIGHT 88 SEMI

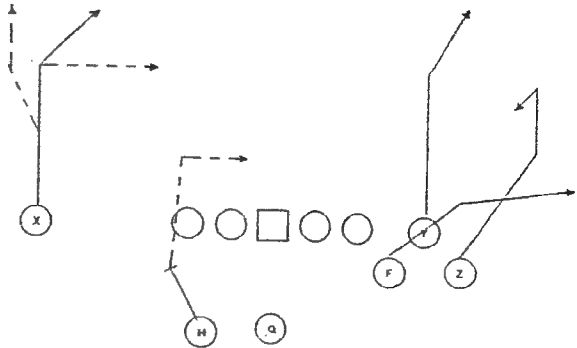


22

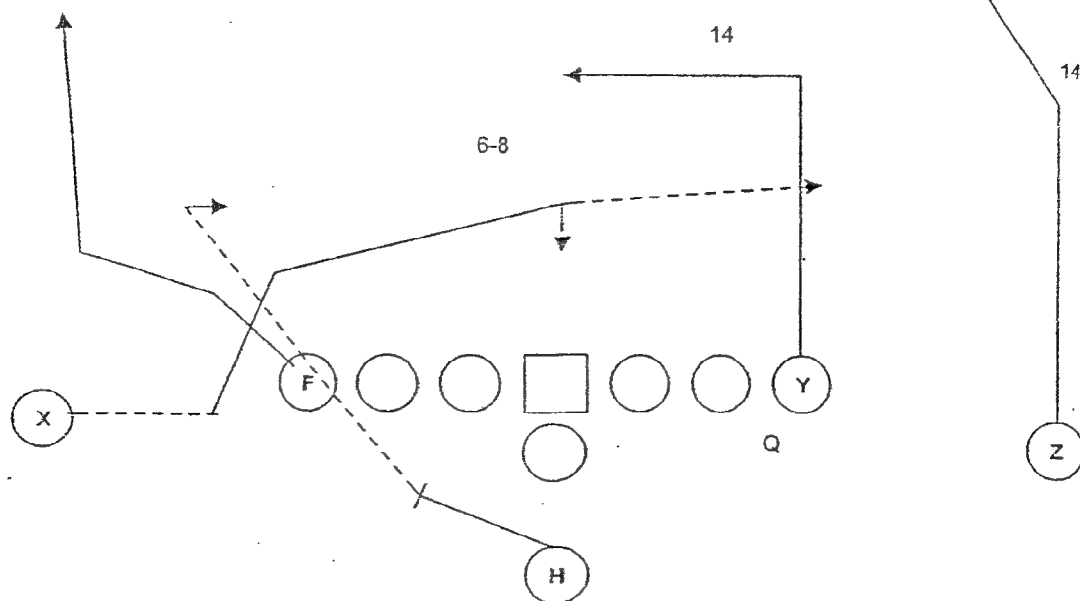
Off-52 - HALF RT F M 62 F COMET PASS SINK



Off->62 - BUNCH RT 62 COMET PASS SINK



0 ON X SHORT 62 - DEEP X DRAG H STOP



QB: 7 STEP DROP

X/Y/H (CP - ALERT F VS. MAN - ALERT Z VS. SEAM COVERAGES)

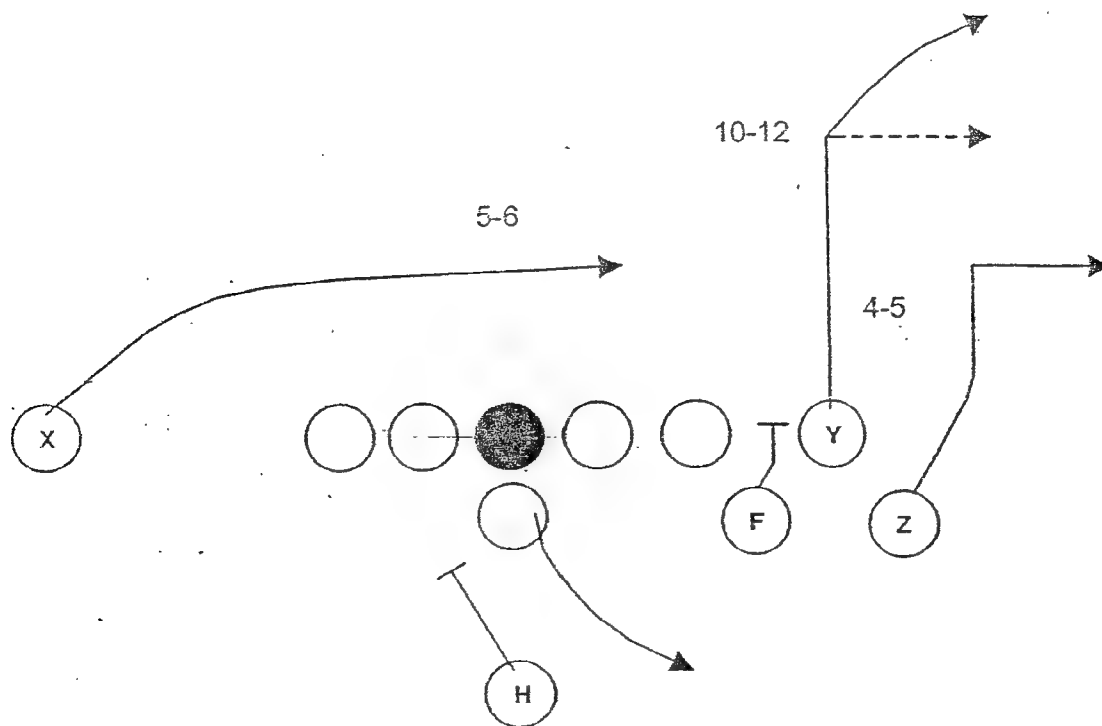
X: SHORT MOTION - LET F GO FIRST - RUN 6-8 YD. DRAG ROUTE (CP - SETTLE OVER THE BALL VS. ZONE - RUN AWAY VS. MAN)

Z: NORMAL SPLIT - RUN LOCKED POST

Y: RUN 14 YD. IN ROUTE (CP - ALERT HOT VS. 2 STRONG)

F: RUN WHEEL ROUTE (ALERT HOT VS 4 WEAK)

H: CHECK PROTECTION - RUN STOP ROUTE



QB: OPEN TO CALL AT 5:00. SPRINT OUT

PROGRESSION: QK OUT / BOWOUT / SHALLOW CROSS (C.P. - LATE QK OUT)

X: SEMI SPLIT. INSIDE RELEASE SHALLOW CROSS

Z: 4-5 YD QUICK OUT

Y: 10-12 YARD BOWOUT ROUTE

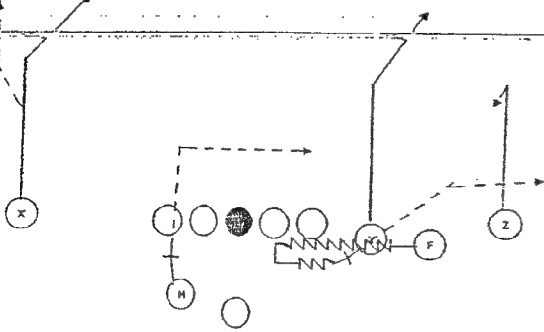
F: 208 PROTECTION RULES

H: 208 PROTECTION RULES

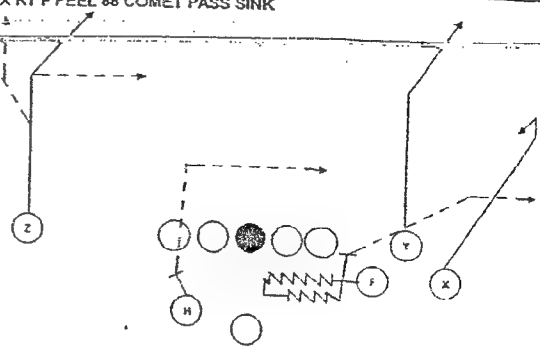
88 COMET PASS VARIATIONS

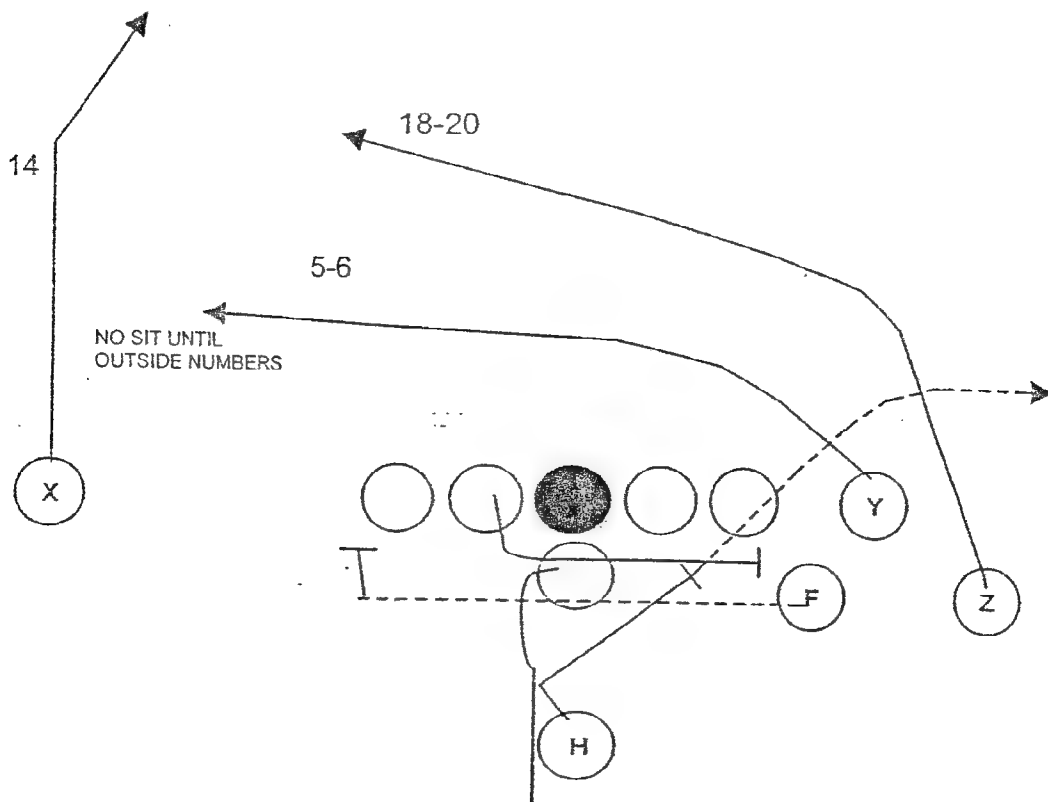
67

Off->B8 - TRIPS RT F PEEL B8 COMET PASS



Off->88 - BOX RT F PEEL 88 COMET PASS SINK





QB : OPEN AWAY FROM CALL. FAKE COUNTER TO BACK, SET TO PASS C. P. 4 W K.
PROGRESSION : X / Z / Y / OUTLET TO H

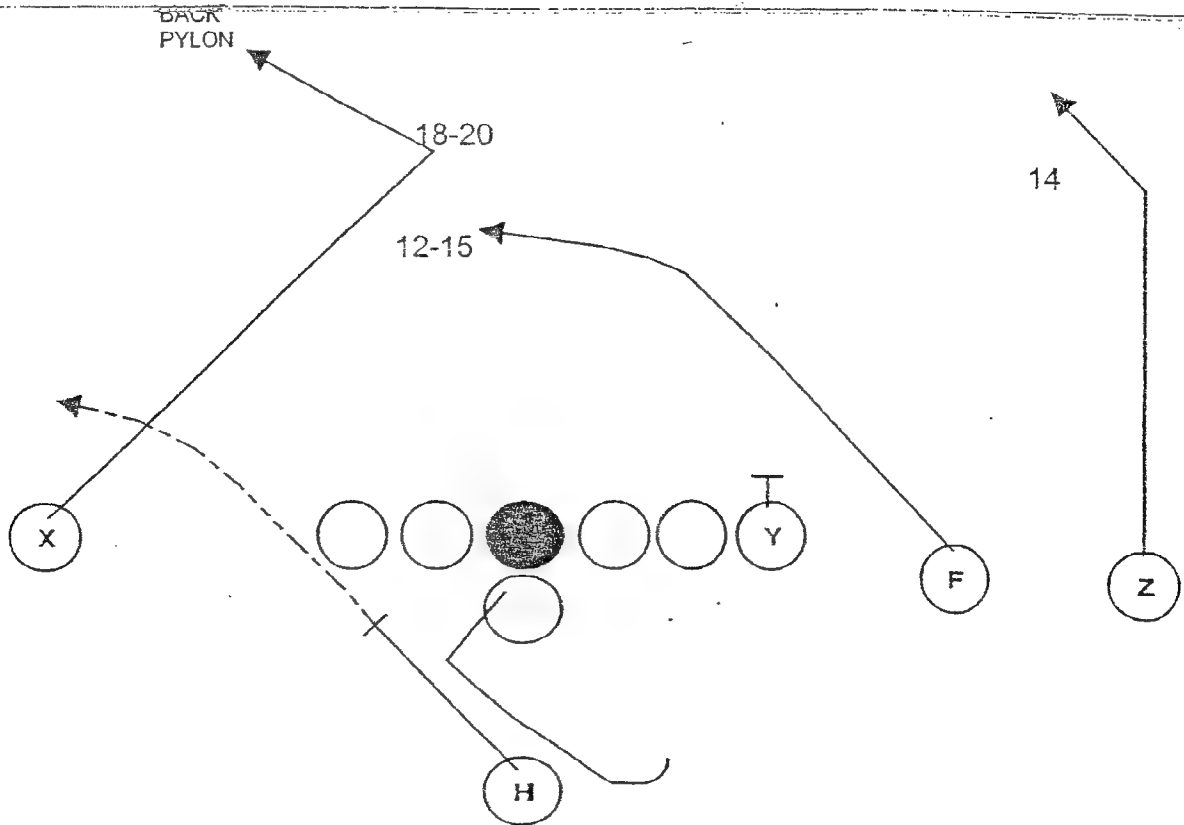
X : MAX SPLIT. 14 YD. POST. ALERT PROTECTION RELEASE SIGHT ADJ. VS. FS BLITZ

Z : 18-20 YD. OVER ROUTE

Y : 5-6 YD. SHALLOW (C.P. - NO SIT UNTIL OUTSIDE NUMBERS)

F : COUNTER AREA PROTECTION RULES

H : COUNTER @ 4 PROTECTION RULES, CHECK THRU TO FLAT



QB : FAKE RIDE 35 - ROLL AWAY FROM ACTION, SET FOR PASS BEHIND GUARD
PROGRESSION : PYLON / CROSSER / BACK (C.P. - ALERT Z)

X : NORMAL SPLIT. PUSH INSIDE TO 18-20 YDS, THEN BREAK AT HIGH ANGLE TO
BACK PYLON

Z : SUPER MAX SPLIT. 14 YD POST

Y : BLOCK R-335 SOLID RULES

F : TRIPS SPLIT. RUN 12-15 YD CROSSING ROUTE

H : FAKE RIDE 35 RUN ACTION. BLOCK WILL / JACK BASED ON FRONT. CHECK FLAT
IF NO PRESSURE

SPACING (CONTINUED)

SPLIT END (X) OR 2ND TE

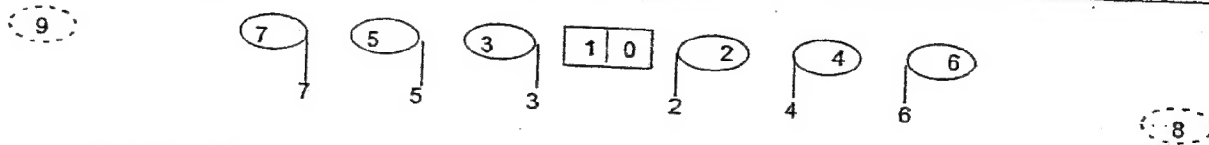
- NORMAL - SPLIT MOVES WHEN BALL MOVES.
BALL IS IN MIDDLE - OUTSIDE EDGE OF NUMBERS.
BALL IS ON FAR HASH - INSIDE EDGE OF NUMBERS.
BALL IS ON NEAR HASH - 2 YDS. OUTSIDE THE NUMBERS.
- SEMI - OUTSIDE EDGE OF NUMBERS.
- NEAR - 1 TO 3 YARDS FROM TACKLE.
- NASTY - 3 TO 6 YARDS FROM TACKLE.
- SPLIT/FLOP - ALIGN ON THE BALL 5-6 YARDS OUTSIDE THE TACKLE. (MAY VARY BY PLAY)
- SLOT - ALIGN WITH NORMAL SPLIT RULES.
- FLIP - ALIGN AS WIDEST RECIEVER IN SLOT TO TE (Y) SIDE.
- BOX - ALIGN 1 YARD OUTSIDE OF "Y" - 1 YARD OFF LOS.
- GROUP - ALIGN 1 YARD OUTSIDE OF TACKLE ON LOS - AWAY FROM THE CALL.
- TIGHT - 1 TO 3 FEET FROM TACKLE.

FLANKER (Z) OR 2ND TE (U/Z)

- NORMAL - SPLIT MOVES WHEN BALL MOVES. (SAME RULES AS (X) ABOVE)
- SEMI - OUTSIDE EDGE OF NUMBERS.
- CLOSE - 1 YARD FROM "Y" - 1 YARD OFF LOS.
- FLANK - 3 TO 6 YARDS FROM "Y" - 1 YARD OFF LOS.
- SLOT - ALIGN HALFWAY BETWEEN "X" AND TACKLE - 1 YARD OFF LOS.
- FLOP - ALIGN OUTSIDE OF "X" - 1 YARD OFF LOS.
- ZEBRA - ALIGN IN BACKFIELD IN DESIGNATED POSITION.
- BUNCH - ALIGN 1 YARD OUTSIDE OF "Y" - 1 YARD OFF LOS.
- TRIPS - ALIGN AS WIDEST RECEIVER IN SLOT - 4 YDS. OUTSIDE NUMBERS.
- OUT - ALIGN AS SLOT RECEIVER - HALFWAY BETWEEN "Y" AND "F".
- GROUP - ALIGN 1 YARD OUTSIDE OF "X" - OFF LOS.
- WIDE - ALIGN ON THE BALL OUTSIDE THE TACKLE 5-6 YARDS. (MAY VARY)

NUMBERING OF HOLES

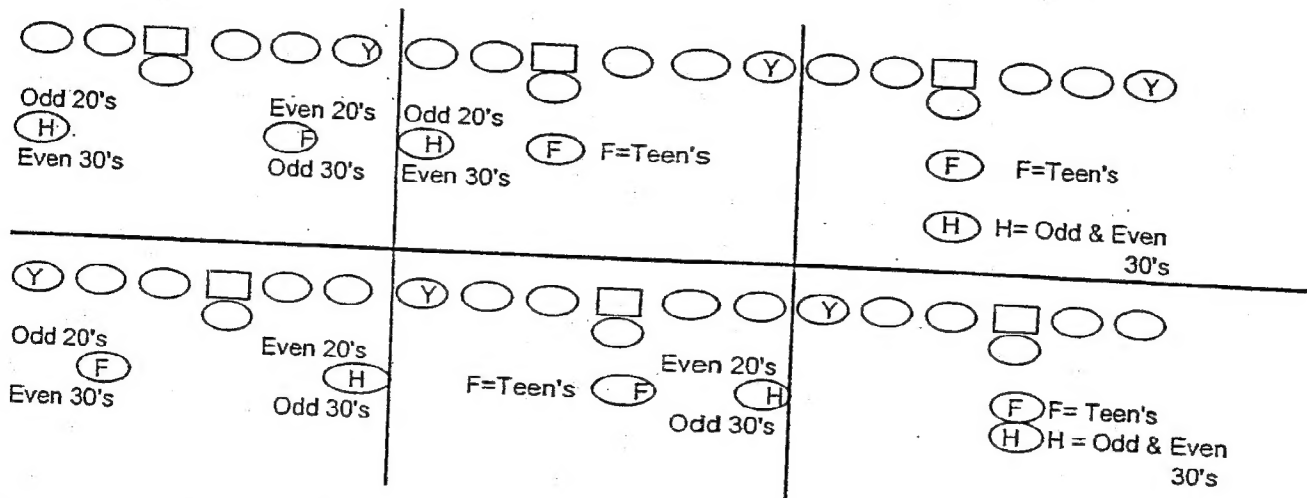
5



1. HOLES ARE NUMBERED EVEN (0-2-4-6-8) TO THE RIGHT - ODD (1-3-5-7-9) TO THE LEFT AS IN THE DIAGRAM ABOVE.
2. ON ALL BASE BLOCKING, THE HOLE IS DIRECTLY OVER THE NUMBERED MAN. (EXAMPLE - SLANT 35).
5. ON ALL OTHER BLOCKING, THE HOLE IS OFF THE INSIDE HIP OF THE NUMBERED MAN.

NUMBERING OF BALL-CARRIER

1. RUNNING PLAYS WILL BE NUMBERED FROM 10 THRU 39, AND CALLED IN BACKFIELD SERIES BY A WORD DESCRIPTION. (EXAMPLES - SLANT 35 BASE - SLANT 38 BOSS - RIDE 34).



2. ALL 40'S - DRAWS (2 BACK SET - F/H WILL DESIGNATE BALL CARRIER) (EXAMPLE - 0 BUNCH FP - H 42 WILLIE / 6 - F 45 BASE)
3. 50 THRU 90 - DROP BACK PASSES
4. 100 SERIES - PLAY-ACTION PASSES WITH THE QB SETTING UP BEHIND THE FAKE WITHIN THE TACKLE BOX (EXAMPLE - RIDE 136 PACK)
5. 200 SERIES - ROLL-OUT PASSES (EXAMPLE - SPRINT 208 Z QUICK OUT)
6. 300 SERIES - NAKED PASSES - WITH THE QB ROLLING AWAY FROM THE FAKING BACK OR BACKS (EXAMPLE - RIDE 334 NAKED LEFT).
7. 400 SERIES - RUN IT PLAY ACTION AND MIS-DIRECTION PASS PLAYS (EXAMPLE - SPRINT 38 RUN IT / FK CTR 39 POWER X SLANT)
8. 500 SERIES - SCREEN PASSES - BOTH PLAY ACTION AND REGULAR DROP BACK SCREENS (EXAMPLE - 582 SCREEN RIGHT TO H)
9. SPECIAL PASSES - PASSES THAT DO NOT FIT INTO ANY OF THE ABOVE CATEGORIES. THEY WILL BE GIVEN NAMES OR UNUSED NUMBERS. (EXAMPLE - QB DRAW FLEA FLICKER)

AUDIBLE SYSTEM

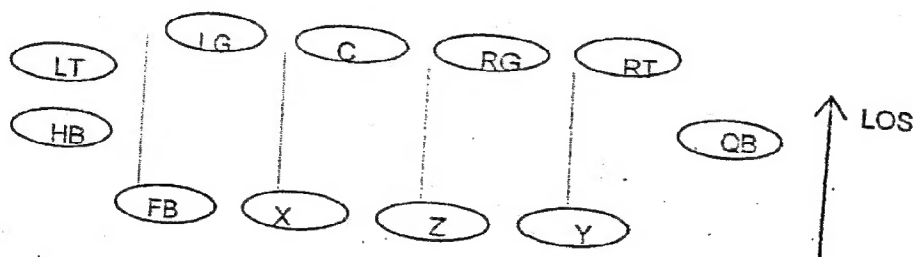
3

QUARTERBACK CHANGING PLAY AT L.O.S.

1. PLAY CALLED AT THE LINE OF SCRIMMAGE CHANGING CALL MADE IN HUDDLE. THE APPROACH TO THE USE OF AUDIBLES IS AS FOLLOWS:
 - A. THERE WILL BE SITUATIONS BY GAME PLAN WHERE THE BEST WAY TO TAKE ADVANTAGE OF THE DEFENSIVE SCHEME WILL BE WITH AN AUDIBLE.
2. COLOR DESIGNATED AS LIVE WILL BE USED AS AN AUDIBLE SIGNAL.
3. IF THE QB CALLS ANY OTHER COLOR THAN THE LIVE COLOR, THEN THE PLAY CALLED IN THE HUDDLE WILL BE RUN.
4. IF THE QB CALLS THE LIVE COLOR, THEN THE PLAY CALLED IN THE HUDDLE IS ERASED. THE NEXT NUMBER/CODE WORD CALLED WILL BE THE PLAY RUN.
5. QB CAN ALSO USE THE LIVE COLOR AND ADD IN THE HUDDLE, "DISREGARD THE AUDIBLE." THEN CALL THE DESIGNATED LIVE COLOR ON THE LINE OF SCRIMMAGE. OFFENSE WILL DISREGARD THE LIVE COLOR AND RUN PLAY CALLED IN THE HUDDLE. THIS WILL DISCOURAGE ANYONE WHO MIGHT PICK UP THE LIVE COLOR.
6. AUDIBLE CAN BE USED IF THE PLAY CALLED IN THE HUDDLE WAS DESIGNATED TO GO ON 2ND SOUND. QB MUST SAY "EASY-EASY" TO ALERT OFFENSIVE UNIT OF PLAY CHANGE. (SNAP COUNT IS NOW ON 2.)
7. SNAP COUNT FOR ALL AUDIBLE PLAYS SHALL BE ON TWO.

THE HUDDLE

1



1. THE CENTER WILL BE THE FIRST MAN TO SET UP THE HUDDLE SIX YARDS BEHIND THE BALL - HURRY.
2. REMEMBER WE HAVE ONLY 40 SECONDS TO GET A PLAY STARTED. WE MUST SAVE ALL THE TIME POSSIBLE BY BEING EFFICIENT IN OUR HUDDLING. THE PLAY CLOCK STARTS AT THE CONCLUSION OF THE PREVIOUS PLAY.
3. QB WILL ALWAYS ENTER THE HUDDLE FROM OUR SIDELINE. THE HB WILL ALWAYS BE IN THE HUDDLE OPPOSITE THE QB.
4. KEEP A CONSTANT HUDDLE. THE SHAPE AND APPEARANCE IS THE RESPONSIBILITY OF EACH MAN.
5. THE QB DOES THE TALKING. ALL OTHERS LISTEN! THE QB MUST TALK STRAIGHT OUT- NOT UP IN THE AIR OR DOWN AT THE GROUND - SEE ALL OF YOUR MEN.
6. DO NOT LEAN ON OTHER MEN IN THE HUDDLE. PLACE YOUR HANDS (NOT YOUR ELBOWS) ON YOUR KNEES.
7. IF YOU DO NOT HEAR THE SIGNAL, THE WORD IS CHECK. LISTEN. DO NOT BE A "CHECKER". LOOK AT QB. SEE WHAT YOU HEAR.
8. AFTER GIVING THE PLAY CALL THE QB WILL SAY "READY" - THEN PAUSE FOR "CHECKS". ALL CLAP HANDS WHICH IS THE SIGNAL TO BREAK THE HUDDLE. RUN AWAY FROM THE HUDDLE! NEVER LOAF!
9. WHEN SENT IN WITH INFORMATION, GET IT TO THE QB. DO NOT LEAVE THE SIDELINES UNLESS YOU THOROUGHLY UNDERSTAND THE INFORMATION TO BE TAKEN IN.
10. A CLOCK LOCATED IN THE END ZONE AND IN FULL VIEW OF THE PLAYERS WILL BE STARTED AT THE REFEREE'S SIGNAL BEFORE EACH PLAY DESIGNATING 40 SECONDS TO GET THE BALL IN PLAY.